BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

JAN 1992
No 73
£2.20
With Fart Free Tape

SAM COUPE SPECIAL
Turn to page 71 and find out everything you ever wanted to know about the SAM Coupé!

LEAPING LEMMINGS!

Take a trip down Lemming Lane with our exclusive review!



CHRISSY GAMES OVERLOAD!

They're back! Super Space Invaders do the bleep and shuffle boogie on page 14 ● Wrestling like you've never seen before; it's WWF and it's on page 20 ● Titanic Blinky rights wrongs aboard ship on page 31 ● Plus! Exclusive Space Crusade preview on page 64!

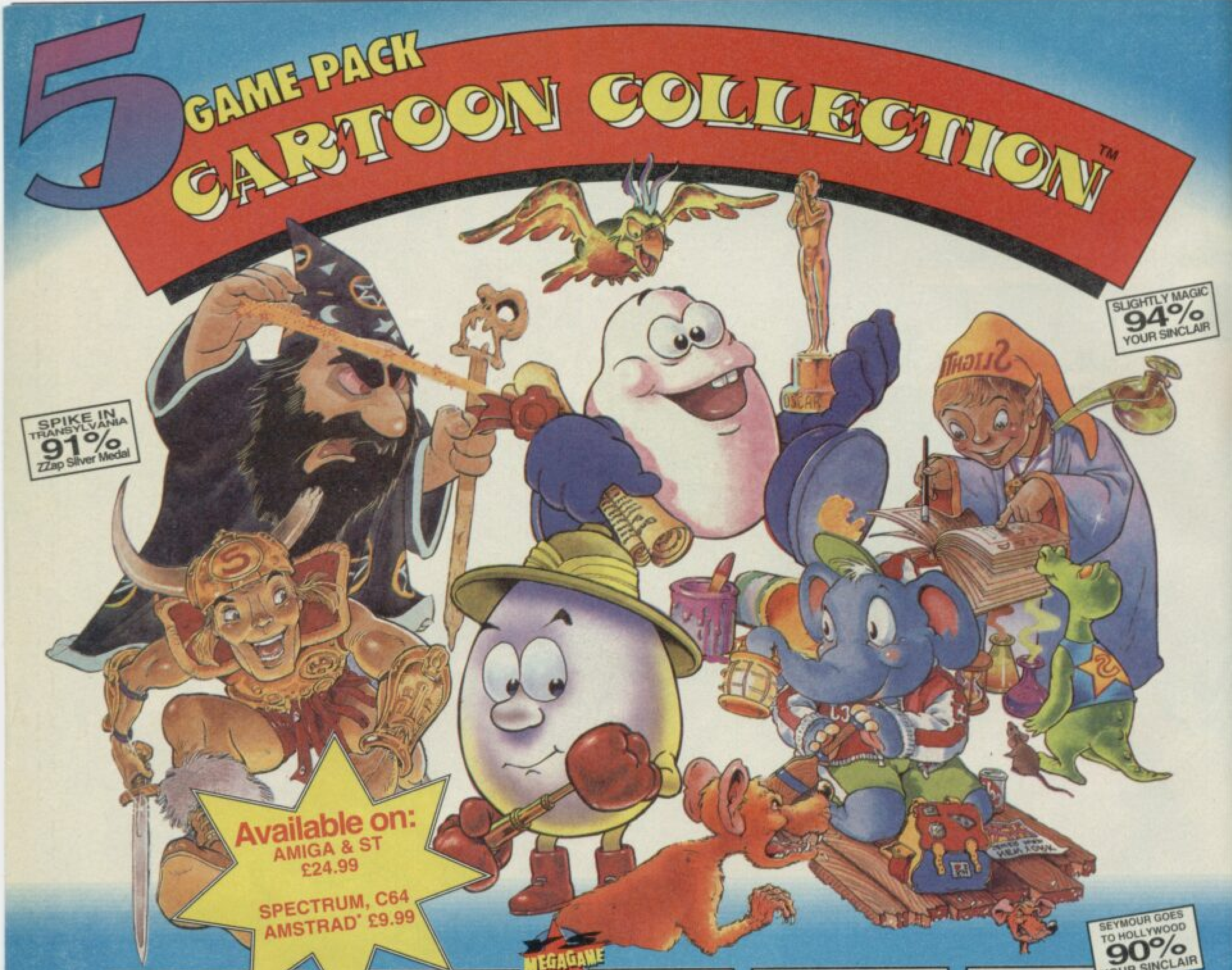
£1000 worth of Mountain biking equipment, an amazing trip for two to EuroDisney and some flippin evil Karaoke gear up for grabs! PLUS: The YS guide on how to survive Chrissy! You'd be a one-toed sloth named Nathaniel to miss this fab and frothy festive feast!

Future PUBLISHING
Your guarantee of value
9 770269 698034 01



CHECK OUT
TERMINATOR™ 2
JUDGMENT DAY
FREE T2 T-SHIRT
TERMINATOR 2: JUDGMENT DAY
005400
YOU ARE T-800
IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN.
SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....AND A GAME YOU WILL NEVER FORGET.
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WATCHA GONNA
LARGEST ARMS IN THE
RUN WILD


THE ACTION
MANIA™
WWF™
MATT GROENING
THE SIMPSONS™
BART VS. THE
SPACE MUTANTS
BRAND X SPRAY PAINT NO CFCS
Acclaim
pets
X-RAY SPECS
PAUSE
NA DO WHEN THE
WORLD AND HULKAMANIA
ON YOU!?
ocean®
Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:
SPACE MUTANTS ARE INVADING SPRINGFIELD
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
So if your decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.
SPECTRUM • AMSTRAD • COMMODORE • ATARI ST •
AMIGA • IBM PC & COMPATIBLES
ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
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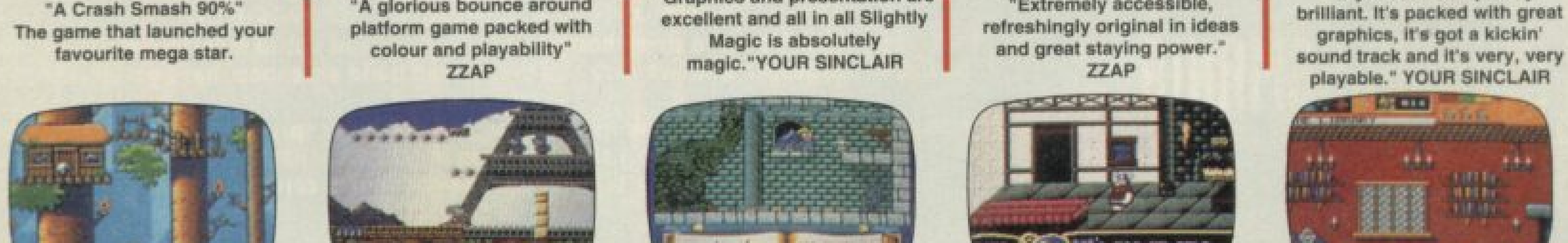
"A Crash Smash 90%"
The game that launched your favourite mega star.

"A glorious bounce around platform game packed with colour and playability"
ZZAP

"Graphics and presentation are excellent and all in all Slightly Magic is absolutely magic."YOUR SINCLAIR

"Extremely accessible, refreshingly original in ideas and great staying power."
ZZAP

"Seymour is completely brilliant. It's packed with great graphics, it's got a kickin' sound track and it's very, very playable." YOUR SINCLAIR



* Note Amstrad users have Little Puff substituted for CJ'S Elephant Antics.

CODEMASTERS

AMIGA screen shots shown.

HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
(GREAT BRITAIN ONLY)

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

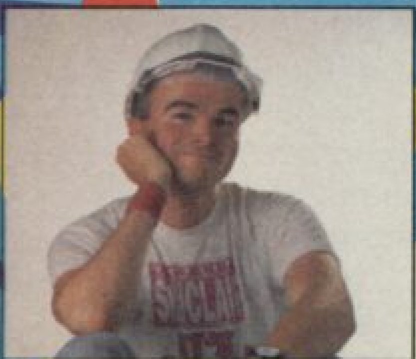
SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 09
TREASURE ISLAND DIZZY	0898 555 09
FANTASY WORLD DIZZY	0898 555 07
LITTLE PUFF	0898 555 09
ROCKSTAR	0898 555 09
MAGICLAND DIZZY	0898 555 09
SLIGHTLY MAGIC	0898 555 0
SEYMOUR IN HOLLYWOOD	0898 555 01
SPIKE IN TRANSYLVANIA	0898 555 10

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Editor: Andy Hutchinson; danger-seeker, skateboard freak, raver and completely hatstand podule.



Art Editor: Andy Ounsted; part-time wallpaper hanger, lepidoterist, punk, duvet snuggler and dibber.



Games Editor: James Leach; MiG-29M pilot, Puffin club member (since 1971), hard boiled egg and raggy doll.



Staff Writer: Linda Barker; Pastels' fan, mood dresser, sensible dieter, bunny-wunny and spanner.



Art Assistant: Maryanne Booth; bubble blower, artisan, fighter, lover, liver, lather, lingerer, lemonade drinker.

Jingle bells, jingle bells, jingle in extreme. Have a jolly happy Christmas, from the YS *team.* It's almost upon us Spec-chums; Christmas, the one day of the year when it's quite normal to plant trees in the living room, hold branches over people's heads and snog them, watch The Wizard Of Oz, eat until your belly's close to exploding, watch the Queen on TV, read crap jokes to each other, endure your family's company for an entire day, watch grown-ups get steadily drunker and drunker, spend the early hours of the day with your head out of the window listening for sleigh bells and after all that, be really sorry when the day's over. Ho ho hum, enjoy the issue and remember, kids: Santa's real name is Nicholas!

Andy

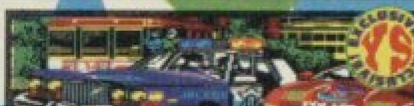
THE MAGNIFICENT 7

THE ACTION STARTS ON PAGE SIX

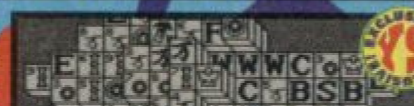
COMPLETE PACKAGE!



GRAPHIC ADVENTURE CREATOR



CISCO HEAT DEMO!



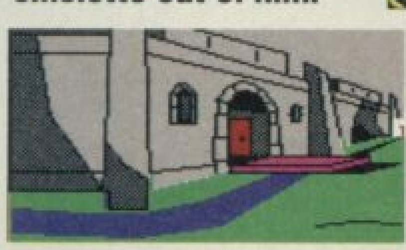
PEKING: FULL GAME!

PLUS!

FULL GAMES OF *EVENING STAR & VENTURAMA*, LOADS OF *POKES & CHRISTMAS TUNES!*

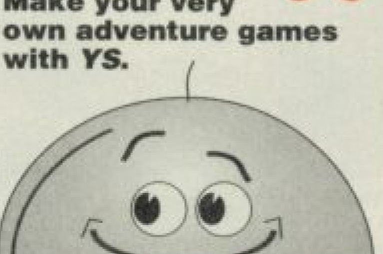
54 ***Dizzy's Excellent Adventures***
The egg's back and this time no-one's going to make an omelette out of him!





59 ***Graphic Adventure Creator***
Make your very own adventure games with *YS*.

71 ***SAM Coupé Special***
Everything, that's new, wonderful and happening for the Speccy's successor!



WHAT'S IN A NAME?

YOUR SINCLAIR

Life, love and loofahs; the *YS* experience. So, just what's in a name we wonder?
Editor: Andy ***(Manly)*** Hutchinson ♥ **Art Editor:** Andy ***(Manly)*** Ounsted ♥ **Games Editor:** James ***(He seized the heel)*** Leach ♥ **Staff Writer:** Linda ***(Serpent)*** Barker ♥ **Art Assistant:** Maryanne ***(Rebellion)*** Booth ♥ **Advertising Manager:** Cheryl ***(Charity)*** Beesley ♥ **Production Co-ordinator:** Lisa ***(My god is satisfaction)*** Read ♥ **Publisher:** Jane ***(God has favoured)*** Richardson ♥ **Publishing Asst:** Michelle ***(Who is like the lord?)*** Harris ♥ **Group Publisher:** Greg ***(To be watchful)*** Ingham ♥ **Circulation Director:** Sue ***(Lily)*** Hartley ♥ ***Your Sinclair (Groovy)*, Future *(That which is to come)* Publishing**, 30 Monmouth Street, Bath, BA1 2BW. Tel (0225) 442244 (Reader enquiries Wednesday only), Fax (0225) 446019 ♥ **Subscriptions: Pearl *(A pearl)* Stokes**, The Old Barn, Somerton, Somerset, TA11 7PY, Tel (0458) 74011♥ **Distribution:** MMC, Tel (0483) 211222 ♥ **Cover illustrator:** Colin ***(A young dog)*** Jones **ISSN:** 0269 6983 **ABC:** Jan-June 1991 65,444 ♥ ***Your Sinclair*** is whittled out of Chinese Walnut by the same eternal twelve year olds who assemble (from Airfix kit form) *Commodore Format, Amstrad Action, Amiga Format, 8000 Plus, PC Answers, PC Plus, Sega Power, Amiga Power, Amiga Shopper, Classic CD, Needlecraft, Mountain Biking UK, PC Format, Public Domain and ST Format*
But what we really want to know is... have you ever been sitting in class, felt the need to ask your teacher a question, and called him/her mum or dad?

Future PUBLISHING

REVIEWS

REPLAY

MEGAPREVIEWS

THE REGULARS

YOUR SINCLAIR

THE MAGNIFICENT 7

It's Christmas time and the robin's getting fat. Here's a load of software from the Your Sinclair hat. It's a game extravaganza, with the odd demo as well.



Create a new world and have an exciting adventure in it too! It's the GAC and it's on page 59.



VENTURAMA is a tropical paradise gone mad. The full game is on page 6.



Leaves on the track in EVENING STAR. Chug along to page 7.



Visit PEKING in our full game on page 7. It's Peking brill!



Race those cop-cars in this demo of CISCO HEAT. Vroom over to page 8.



Rock around the Christmas tree with XMAS TUNES. It's over on page 8.



Fill your slippers with honey! Peek at POKERAMA on page 8!

GRAPHIC ADVENTURE CREATOR

Incentive

COMPLETE GAME CREATOR

What an absolute stormer! With *GAC* (as we trendy types call it), you can actually write your own adventures! The only limit is your imagination, the computer's memory and whether you're crap at it or not!

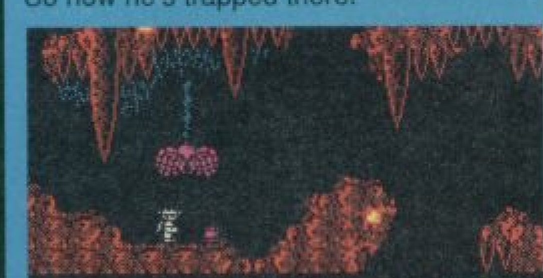
For more info on how to use *GAC*, stop reading this and flick as fast as you can to wonderful, glorious page 59. There, in amongst the spelling mistakes and badly thought-out colour clashes, you'll find full instructions on how to create adventures which will change your life. Do it now!

VENTURAMA

Graham Shaw

COMPLETE GAME

Oh dear! In *Venturama* you play a character called Orson Karte. If that isn't the worst joke-name in the world, I don't know what is. (*What about Annette Curtain or Teresa Green? Ed*) Anyway, this Orson bloke was floating over the island of Rialcnisruoy (think about it) in his balloon when he accidentally fell out. So now he's trapped there.



Zoinks! If I don't move fairly sharpish, that spider will certainly eat me. This is not desirable so I'm getting out of here!

As Orson, you must find the diamond skull and make your way to the balloon (which crashed elsewhere on the island but, magically, is still in working order) and float gently back to safety. All this makes it sound incredibly easy but, as you'd expect, it isn't. There are lots of nasty platformy screens to work through, and plenty of tricks and traps. You can carry up to four objects at any time, and most of them have a function. For example, at the start of the game if you collect the magic crystal by the beach-hut and place it on the blue object, it'll unlock the passage to the right. Then you can really get started.

Venturama's completely brilliant and it should keep you out of mischief for many an hour over the festive period.

Have you noticed how software houses are getting desperate in their search for character names. We at *YS* have, and we've invented the Patent Stupid Name Generator to cope with demand.

What you have to do is choose any christian name from list A, any initial from list B and any surname from list C. And there you have it – great unique names at up to a third of the cost.

List A	List B	List C
Peebles	Q	Fibblington
Berty	P	Groat
Roger	K	Goosecreature
Montgomery	ZZ	Telescope
Alan	QPR	Sidebottom
Beverly	MUFC	Thick
Jethro	POO	Tull
Marky	M	Mark
(*Shut*	*UP!*	*Ed*)

EVENING STAR

21st Century Software

COMPLETE GAME

Remember *Southern Belle* from a few issues ago? Well it was so popular that we couldn't resist putting another ber-illiant train game on the cassette. This one, shock of shocks, sees you in command of a train from dear old Bath Spa station (how we love it so) to bouncy Bournemouth. It's a hell of a ride, that's for sure.

At the main menu, press 0 for a detailed demo of what you need to do, or 1, then 1 again, for loco controls. You can then control Cut Off, Brake and Regulator.

As you sit at Bath, open cut off fully by pressing C four times. Half open regulator (R twice) and you're off! At four miles an hour open regulator fully for maximum speed. To slow down at stations you'll need to use the brakes and close the regulator and cut-off. Bit tricky, all this. The idea is to stop at the far end of the platform so everyone can get on and off.

The options (main menu) are what you've got to try and better. They're as follows;

⁜ 0 Demo run. Useful for watching the computer's actions. This is the best way to learn how to play *Evening Star*.

⁜ 1. Practice session. All you've got to do is stick to the timetable (key T) and stop at Evercreech Junction.

⁜ 2. A non-stop local run. There's a speed limit of 40 mph, so keep your speed down (and watch out for motorcyclists).

⁜ 3. Another 40mph speed limit, but you must obey all signals and stop where the timetable tells you to. The signals (in the top right corner of the screen) are 'stop' (down position) and 'go' (up position). Stations where you're supposed to stop are in capital letters on the timetable, and at each station allow one minute for everybody to get on and off the train.

⁜ 4. With all of the above restrictions, but the train runs from Bath to Bournemouth.



Get some training! Driving this loco will take skill, willpower, practice and tons of coal. Watch out for the wrong kind of leaves though!

⁜ 5. As 4, but you should try and get to Bournemouth early, thus setting a world record.

⁜ 6. You must stick to the timetable perfectly, this being the rather special Pines Express (which is *never* late).

⁜ 7. As above, but a problem will occur. This appears on the screen, so press SPACE to acknowledge it and deal with it the best you can. Good luck!

Save your position by pressing T then S, in case you haven't got time to finish a run there and then.

A HISTORY OF THE TRAIN

People often think trains are a natural phenomenon, but they're wrong.

● The train was invented in about 1820 by a guy in a tall top hat. His name was probably K C Jones, and his train was used for rounding up cattle – he had a cow-catcher stuck on the front specifically for this purpose.

● Next came Ivor. His engine was Welsh and didn't go very fast. So he wasn't very important in the grand scheme of things. He did, however, have a dragon in a mountain near his little Welsh home. After Ivor, who we've glossed over somewhat, there was the 8.15 from Manchester. It was big and long and filled with cartoon characters and minor pop stars.

● The Railway Children wasn't exactly a train, but it was a load of children playing, er, near a railway line. This is very dangerous, incidentally. And look what happened to them.

● Finally, there's British Rail. As well as giving us trains to ride on, they've also contributed greatly to the study of science and meteorology. Here is the full BR guide to the seasons...

Summer. Good weather. Trains not running cos sun gets in drivers' eyes. Also, the rails expand in the heat, making all the journeys much longer.

Autumn. Everything stops cos leaves fall on the track. Most people don't realise this, but by most railway lines there are giant redwood trees which drop leaves weighing up to a third of a tonne.

Winter. Wrong kind of snow, ie - tiny white flakes of frozen water. The right kind of snow is blue, silky soft, and the temperature of a hot bath. This type of snow is very rare in Britain, but they have it on the continent.

Spring. No trains cos staff are all at home enjoying the fine weather, planning their summer holidays and thinking up even more stupid excuses for why the trains aren't running.

CONTROLS

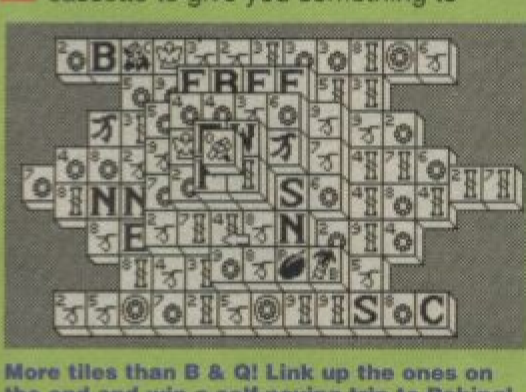
	Increase	Decrease
Regulator	R	Symbol shift R
Vacuum Brake	V	Symbol shift V
Cut Off	C	Symbol shift C
Blower	B	Symbol shift B
Injector	I	Symbol shift I
Firedoor	F	Symbol shift F
Damper	D	Symbol shift D
Whistle	W	
Stoke Fire	ENTER	
Quit	CAPS SHIFT and X	
Timetable	T	
Accelerated/ Normal time	A	

PEKING

David Sanders

COMPLETE GAME

It's a fiendish brain-puzzler, is *Peking*. But as it's been around for billions of years, we thought we'd put it on the cassette to give you something to think about over Yuletide.



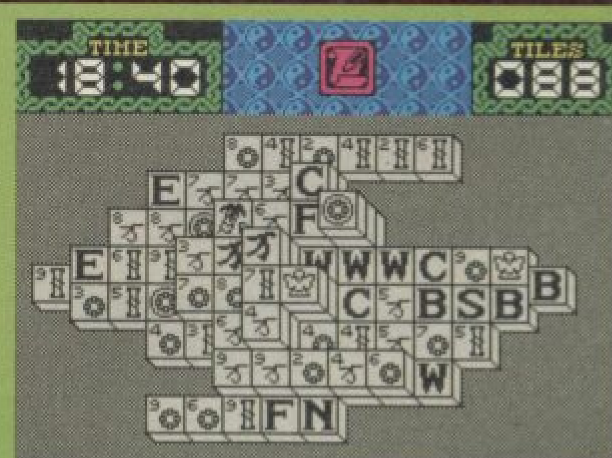
More tiles than B & Q! Link up the ones on the end and win a self-paying trip to Peking!

What you have to do is remove all the tiles by pairing them off with identical ones. Easy-peasy? No. Because you can only pair off those tiles which don't have any tiles on top of them, or those which occur at the end of a row (left to right). Makes things a bit trickier, doesn't it?

To remove a tile, move the arrow onto it and hit fire. Then move to its partner and hit fire again, and if it's allowed to be removed (ie it's not under another or in the middle of a row), the pair will disappear. To cancel a wrong tile, just click on any other tile. There are four tiles of each symbol.

To call up the options menu, move the arrow onto the menu icon at the top of the screen at press fire. You can then list the tiles, show all available moves, change the view, look at all the tiles layer by layer and take back any moves you want.

It's all dead useful, but if you use Show Moves, Look Under or Back/Forward you'll get a one minute time penalty. Considering you've got 30 minutes to do the whole puzzle, it's quite a hefty price to pay.



Uncovering the top layer of tiles shows which are underneath, waiting to confound you. It's nearly as inscrutable as the giant land of China itself.

CONTROLS

Keyboard or joystick

Q	Up
A	Down
O	Left
P	Right
SPACE	Fire

CISCO HEAT

Mirrorsoft

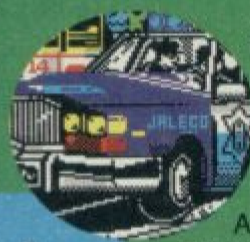
PLAYABLE DEMO





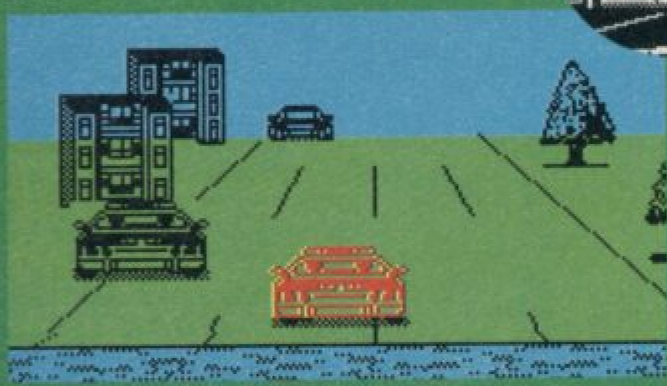
Ah! A tree-lined boulevard in downtown San Francisco. Perfect for racing along in your customised cop-car. Put your clog down!

Things have got rather boring for the police in downtown San Francisco recently. There's still loads of crime, but it just doesn't generate the same excitement as it used to. So the cops decide to have a race amongst themselves. Why not? After all, they're got the flyest cars and the loudest sirens. Should be a great laugh. And the best thing is that you've decided to join in this race. You've got a customised panda car with gears and a horn – no expense spared.



Sounding the horn isn't as stupid as it sounds. If you make lots of lovely noise then the other cars, driven by law-abiding citizens, get out of the way. Amazing, eh? *(Not really. Ed)* You've also got high and low gears – oh, the excitement's too much.

Once it's loaded, the computer runs through a short demo. Hit SPACE or the fire button to start playing. And away you go, over the Golden Gate Bridge, up and down the hilly streets and past those cute trams. All sing: I left my heart, liver and kidneys in San Francisco!



Oi! Move over! I'm in the red car so I'm more important than you! Yes, speed is what matters when you're belting round San Francisco. Speed and not crashing, actually.

CONTROLS

Keyboard or joystick

Accelerate	Q
Brake	A
Left	O
Right	P
Beep Horn	SPACE (fire on joystick)
Change Gear	ENTER (fire and back on joystick)
Pause	H
Restart Stage	T

CHRISTMAS TUNES

Matthew Howell

FUNK BOX

128K ONLY!

If you're not in the right mood for Christmas, what's the matter with you? Don't you realise that it's the traditional time for world-wide niceness, goodness and presents for everyone. Yes indeedy, the Shed has been buzzing with a tinsel-like atmosphere and yuletide cheer for weeks now. Oh, all the singing and dancing has been just too much. But if you're still in that "Bah! Humbug!" mood, take off that stupid night-cap and listen to these eight excellent representations of of traditional Chrimble songs and you'll soon be dishing out nuts, tangerines, scratchy jumpers and foul-smelling cigars with the best of them. Hurrah!



Move along, Mozart! Roll over, Beethoven. It's Mat Howells' Chrimble tunes that count.

TAPE TRUBBS

It's Christmas, the time of goodwill. So if your blimmin' tape is faulty, don't be upset. Just wedge it into a padded bag, add an sae and send it off to *YS* Mag 7 No. 9, Tape Returns Dept (Nov ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD (phew!), and drop it into the post box. Er, then wait 28 days or so.

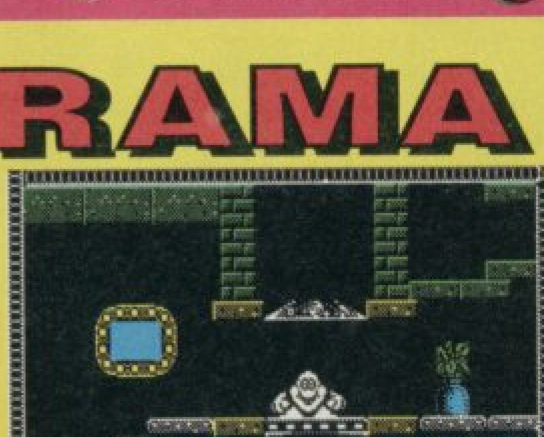
POKERAMA

Jon North

For all his so-called intelligence, Jon North recently wasted £25. On impulse he changed his name by deed-poll to Jon North and has been kicking himself ever since.

Anyway, here he comes, armed with more cheaty POKEs than a fondue set full of pencil shavings. Simply load in the program, select the POKE you want and get ready with the corresponding game cassette. It's as easy as that and twice as simple! Included on the tape are the following gems...

Edd The Duck Infy lives



The slug-type-thing strikes back! Seymour's got all the lives he'll ever need, thanks to JN!

Santa's Christmas Capers Immortality
P47 Infy lives
Twin World Infy lives
Rick Dangerous Infy lives, bullets and dynamite
***Satan* Part One** Infy lives
Part Two Immortality, infy time and no access codes
Puffy's Saga Infy health
Pick 'n' Pile Infy time
Seymour Take One Infy lives
Crazy Cars 2 Infy time and bonus
Mined Out Immortality
Aliens Infy stamina, ammo, no capture and no impregnation.



The planet is slowly dying, through high levels of pollution. Mankind's leaders have retreated to their safe havens, aboard the city ships; while the rest of the population are left to survive alone. Wolverines patrol the cities protecting against destruction until the levels of pollution have subsided. Slowly their numbers are depleted and you control the last remaining robot, facing a new challenge. With pollution levels rising and huge mysterious, insect like robots destroying the city, time is running out as you battle to the heart of the furnace; from where the 'Scavengers' continue to multiply and choke the area with pollution.

image WORKS

Pssst



"Deck the Shed with boughs of holly – fa, la, la, la la!" In Pssst this month you can learn how to make cheap 'n' simple phrases and visit Hamleys with the YS team. Plus! What's Santa really like? Christmas starts here. Ding, dong!

TEA & BUNS WITH SANTA



Father Christmas, or Saint Nicholas as he's known to his friends, is a bit of an odd cove. For most of the year he stays out of the limelight and leads a peaceful and, if the truth be told, rather boring life at home. Home for Nick is a log cabin in Lapland, a northern province of Finland. The Lapps are a very quiet sort of people, they're not given to partying and playing loud music. While it's light, which isn't very often, they breed reindeer, chop logs and work in factories.

The *YS* team have been writing to Santa for years, so we were thrilled to bits when he invited us to the Arctic Circle for tea. We were a bit late but he'd been keeping the buns warm in the oven.

So, Nick. Are you busy at the moment?
Ho, ho, ho! Yes indeedy, my little puffins. I've got to pick up some hair, then I've got to sort out a bit of trouble at one of my factories.
Those pixies playing up again, are they?
Ho, ho, ho! Of course not, it's the Turtle machine.
Turtle machine?
Mmm, I've only had it a little while and it's falling apart already. Turtle stuff this so popular that the situation really is quite desperate. Everything else is going fine.Top of most people's list is the new Michael Jackson album. That machine's working fine so my pixies have been churning them out.
Have you heard it?
Only in passing, I prefer something a bit more sedate, like The Carpenters. I'm not as young as I used to be. Ho, ho, ho!
Ho, ho, h... ahem. Tell us, have you had many orders for Speccys?
Of course. My sources told me that it wasn't worth keeping the Speccy machine running, but I thought I might as well. I'm jolly glad I did, I've had more orders than last year.
That's good news. Thanks for the tea and stuff Santa, we'd better be off. After all, you're a busy chap, especially at this time of year.
I'll give you a lift back, if you like. I've got to pick up some acrylic hair from Birmingham. It's for the Barbie dolls.
Sounds good to us. Come on kids, let's go. Birmingham, via Bath, Donner and Blitzen!

DIARY COUPON

TO: Future Publishing Ltd, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR.

Dear *YS*, put my name down on that funky list. I want one of those diaries, they sound just great.

FROM:

Name ....

Address ....

....

.... Postcode ....

Method of payment (please circle)

- Access
- Visa
- Cheque
- PO

Credit card number

Expiry date

Sellotaped to the front of this issue of *YS* is a rather becoming little booklet. It's good, isn't it? Not only is it crammed full of sweet 'n' spicy facts, but there's also enough room for you to keep track of all those ever so important dates. Never again will you forget that you've got to meet that really lush girly/guy from the supermarket at eight o'clock outside the chip shop. Never again will you forget that Top Of The Pops is on and go and play on your Speccy instead.

The only trubb is that the diary only goes up to Friday the tenth of January. So what do you do if you want to make a note of your mum's birthday on the third of June? Well, that's easy! The team are currently putting together an absolutely massive diary that lasts a whole year. Crivens! Not only will it have all usual diary wibble, but there's also a pull-out-and-keep revenge section. Hurrah!

To order this wondrous tome just fill in the coupon and send it off with a cheque or postal order for £9.44 (that's £7.99 plus £1.45 p&p). All monies should be made out to Future Publishing Ltd.
(Please note that your cheques won't actually be cashed 'til the diaries are sent out.)

SHOP 'TIL YOU DROP - THE YS WAY

Christmas shopping, eh? It's crap. You get hassled by crowds of people and end up buying anything so you can go home. But not if you work on *YS*! Shops treat us like royalty - they let us do our shopping when nobody else is around. A quick phone call and we were on our way to an empty Hamleys. Hurrah!



1. *First stop – the cuddly toy department. The shop floor resounded to cries of 'ooh' and 'ahh' and 'who's a luvverly wuvverly ickle teddy-weddy?' It was completely pathetic. What a bunch of girls!*



2. *The team all rushed around, looking for that special something. James found it in the doll dept. "It's not for me! I'm looking for something for Sal's baby. This is quite sweet isn't it?" Hmmm.*



3. *Oh no, Ed with Barbie shock! 'She's a fit chick, that Barbie. Loads better than that prissy Sindy. Ken was my role model when I was younger, he's just so suave and smart.' But so are you, Ed!*



4. *The real girls refused to go anywhere near the dolls. They were still with the furry things. "Say hello, Tigger. D'you like him? We're thinking of getting him for the shed."*



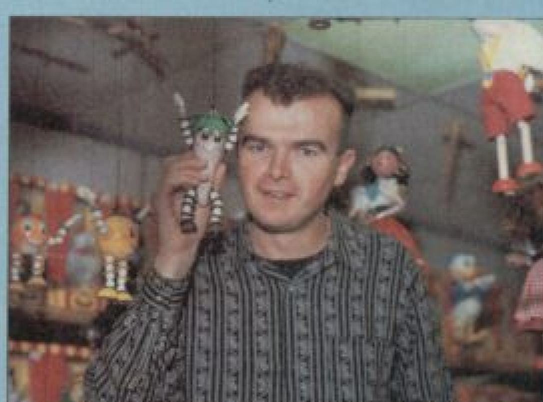
5. *Everybody likes cars, especially dads, uncles and grandads. Poor Linda and Maryanne haven't got a clue! (But the others nicked all the remote controls. Linda and Maryanne) Excuses, excuses.*



6. *What a dude. He's skilfull, nonchalant, and he can create the perfect pizza. Those Turtles aren't bad either. "What a rad pressie! But I don't know anybody who wants one. Apart from me."*



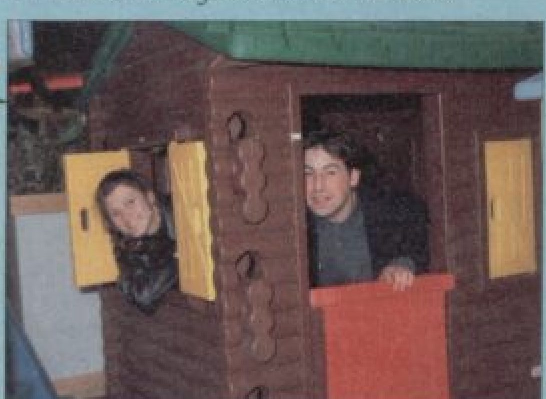
7. *"My cousin'd like this shirt and I need a new bag for work. Actually, this sweatshirt'd be just the thing for going to wresling matches in! It's a bit small, but it might stretch in the wash."*



8. *Is that for your little cousin then, Andy? "What? Oh, no. I was just thinking how good this little chap would look on the front of my bike." That bike, eh? It gets crapper by the hour.*



9. *Gosh! A very famous person spotted in Hamleys. This isn't actually the real Yasser at all but it is the perfect present for your dad. The sort of thing he wouldn't buy for himself.*



10. *For the paltry sum of 379 smackers you too could have a shed. It's a tad smaller that the proper YS shed but it's better than nothing. The perfect gift for an aspiring YS journo.*



11. *Phew! After all that rushing around the team are ready for a good sit down. It's cold in them there London streets, so it's hot chocolates all round. Waiter!*



12. *Christmas shopping has never been easier. But how many of those boxes contain pressies for other people? Let's just hope that you lot manage to do a bit better, despite the crowds.*

WIN WIN WIN

Your very own American football outfit

Hutch is the, rather crap, nickname of our wibbly Ed, but it's also a brand of particularly funksome football gear from the US of `. And, as luck would have it, what should we have in our possession but a box containing that very gear! There's a bit of a story behind this glittering prize so listen up...

Mirrorsoft, home of the *Turtles*, arranged a sort of *Cisco Heat* competition with Future Publishing where somebody from each mag had to test their gaming skills on the *Cisco* coin-op. Hutch was our man on the machine and he turned in a sterling performance. For his showmanship Hutch got, erm, a hard hat and some shoulder pads. *(It's a whole outfit, actually. Ed)*

It really is a lovely hard hat and Hutch was very upset when he found out that he couldn't actually keep it. But this classic costume (comprising helmet, jersey, shoulder pads and pants) could be yours if you answer the following questions...

1 What American football team are based in San Francisco?

2 What's the name of that team's quarterback?

3 Cisco is famous for its tectonic activity. True or false?

Just write your answers on the back of a postcard or envelope and send them in to *"The Pitcher's on the mound, look at that curveball! Yes! It's a steal. Hang on, that's baseball not American football"* compo, *YS* compos, 29 Monmouth Street, Bath, Avon BA1 2BW.

PS - it's a 'youth outfit' so don't bother entering if your waist is bigger than 28 inches. So sod off James.

T-ZERS

A sort of newish twist for soccer management sims has surfaced from **D & H Games**. They're planning a game called *Scottish: The Match*. It'll feature the Scottish leagues, names and venues. We're planning to get our pet, shaven-headed Celt Stuart Campbell to do the reviewing, so be prepared!

US Gold have delayed making a decision about their so-called 'flippy' cassettes. These, if you remember, are tapes with the Amstrad CPC version of the game on one side and the Speccy version on the other. We'll just have to wait and see what they decide to do. So don't expect us to comment on it now, okay?

Our old pals in Sheffield, **Gremlin**, have signed up that high-speed monotone Nigel Mansell for a Formula One racing game. It'll be a full 3D job and, judging by *Lotus Turbo Challenge*, it should be an absolute corker.

So what does 1992 hold in store for the enthusiastic and medium cooked Spec-chum. Well, Europe is opening up like a giant clam or rare orchid, and there are thousands of Speccy owners out there (as well as software companies) who will welcome you into the safe fold of European unity, harmony and something else ending in -ity. Anyway, happy Christmas and a merry New Year from T'zers!



YS: Let's have a go, Scrooge! Scrooge: No, sod off you smelly little oiks.

Make Your Own Crap Pressies!

Christmas needn't be a time of poverty and heartache. So what if you can't afford the latest perfume or power drill. Just follow the *YS* cut-out-and-keep guide to pressies on the cheap.

A HAMMER, THE IDEAL GIFT FOR ANY DIY FREAK.
Make a hole in the middle of an empty matchbox and push a pencil through to make the handle.

A DESK TIDY – THEY'RE !
Cut the tops of four washing-up liquid bottles. Trim the bottles so that they're all different heights and then stick them onto a piece of stiff cardboard. Paint the whole thing in festive colours, like red or green. If you're feeling particularly generous you could even put a couple of pencils in it.

DOLLS HOUSE FURNITURE – KIDS'LL LOVE IT!
You need loads of empty matchboxes, dead matchsticks, acorn cups, conkers and corks.
A bed – line the actual matchbox with cotton wool.
A table – there are a couple of ways to do this. You can either stick some matchsticks into a larger conker, or into a piece of cork.
A chair – an acorn cup makes a really comfy easy chair.

PLANT POTS – JUST WHAT EVERY GRAN NEEDS.
Simply paint lots of lovely patterns on empty yoghurt pots. So simple, yet so elegant.

AN INDIAN HEAD-DRESS – it brings out the child in the wrinkliest dude.
Cut a strip of corrugated cardboard long enough to fit round your head with a bit to spare. Stick loads of pigeon feathers into the grooves.

ROCK AROUND THE CLOCK

XMAS 84

Since it's Christmas, what else could we look at but the Christmas issue of 1984? The cover showed some old historical dude with a Speccy. *(It's Scrooge. Ed)* Well inside, there was a review of the totally funkalicious *Deus Ex Machina*. Then there was a huge fuss about the ZX Spectrum+, which had just been launched. Now everybody who's anybody has got one. There was also a sprite designer and reviews of *Daley's Decathlon*, *Pyjamarama* and *Beach-Head*. It was all perfectly lovely but, apart from the cover, it wasn't particularly Christmassy. How things have changed, eh Spec-chums?

Look out - he's back!

PAPERBOY 2



No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



MINDSCAPE

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SUPER SPACE IN

Domark /£9.99 cass only

JAMES

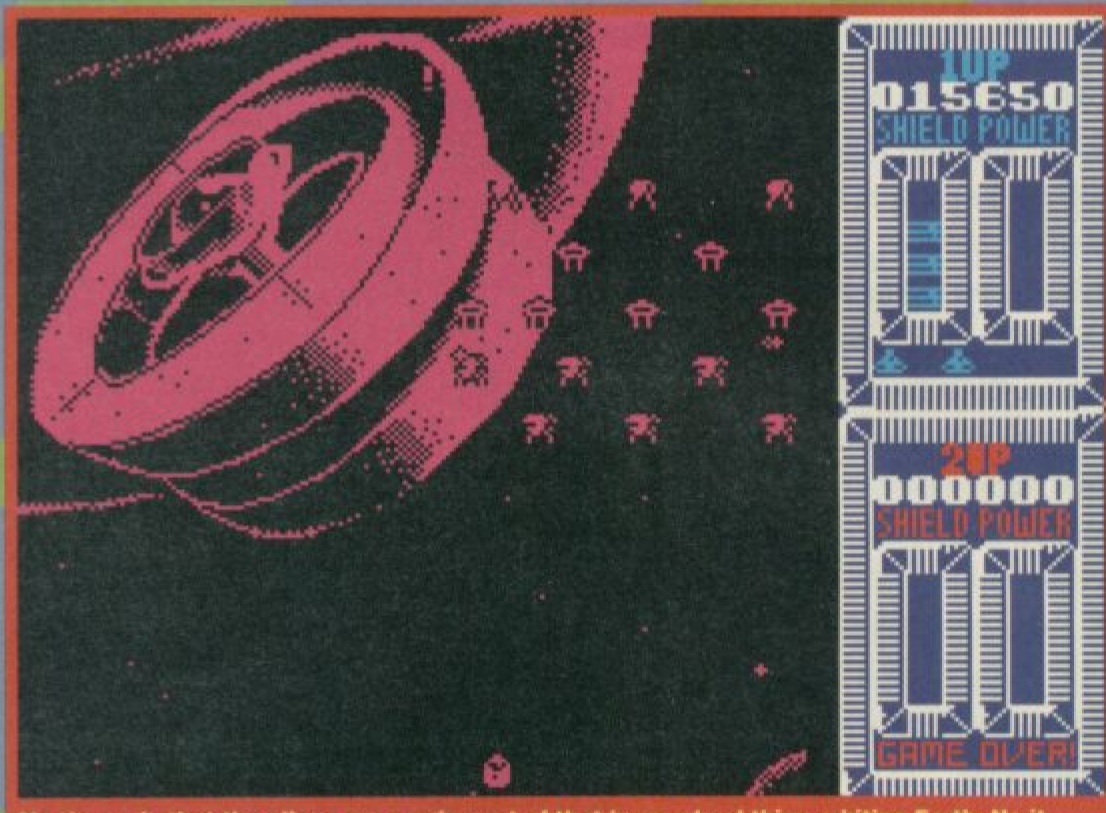


Someone very important once said that history repeats itself. And the weird thing is, he was completely right. I mean, look at Waterloo. That happens two or three times a year on Radio 4. And the Batlle of Agincourt is fought every year on the playing fields of Eton. And that bloke walking on the moon. I saw it last night on the telly. History does indeed repeat itself.

And in about 1437, after the dissolution of the monasteries and the wars of the tulips, a Japanese man wrote *Space Invaders*. It was a bit of a hit in ye olde arcades at the time, but was superceded in 1750 by loads of other games. *(Are you sure about those dates, James? Ed)*

Now it's back with a vengeance. *Super Space Invaders* is everything the original was and much, much more. The basic idea (for anyone who's been living under a roof tile for the last 100 years), is that waves of aliens move down the screen blasting away at you. You slide from side to side, shooting up at the aliens, with the general xenophobic idea of wiping them out. If they get to the bottom of the screen (or shoot you), you're dead. And, uh, that's it.

Domark, once they got their sticky paws on the licence, have added a large amount of extra detail. For example, in the old *Invaders*, they just marched down the screen at you and one blast could kill them. Here, you get aliens that whizz around, take loads of damage, grow in size when hit and generally annoy you immensely.



My theory is that the aliens are coming out of that huge wheel-thing orbiting Earth. No it can't be! Yes it is! It's a hub-cap from a 1979 Vauxhall Viva!

The battle for the skies isn't that one sided though, thanks to the flying saucer that zips across the top of the screen. Whenever it appears you should do your damnedest to hit it because it drops terribly useful things.

Things?

Yes. Powerful weapons, shields, swiss army knives, that sort of thing. If you manage to catch the pods that drop out of the saucer, you could find yourself with smart weapons capable of clearing the entire wave. Now that's what I call music (er, to my ears).

As you'd expect, everything starts off pretty easy, but don't count your chickens, cos after the first couple of waves you'll be struggling. The hardest part is when you've managed to clear all but two or three aliens. You see, as the numbers of invaders get less, they go quicker and quicker. They whizz from side to side at a fair old clip. You're timing will have to be spot-on to get 'em and you'll only have a couple of chances. Once they get to the bottom of the screen, they'll flatten your bonce as flat as a plaice that's been stamped on.





I told you! It's dead difficult to see a lot of the aliens against the complicated backdrops. Just fire at random, that's best.



Look! Here's a spooky kind of hideous space-lighthouse drifting through the eternal night.

A SAUCERFUL OF WEAPONS

● **Vertical laser:** swing this from side to side and it kills everything it hits. It only lasts a couple of seconds though, but if you're quick you can waste an entire screen of aliens.

● **Horizontal laser:** flies up and destroys the bottom level of aliens, so it could kill between one and eleven of 'em. Plus you get two or three blasts, too.

● **Bouncing, um, things:** these tear around the screen, completely annihilating everything they touch (except you). So sit back, have a nice cup of tea and let fly with one of these beauties.

● **Bases:** catch this collectable and three bases (like in olden-days *Invaders*) appear. They can only take a certain amount of damage, but by firing at them yourself, you can push them up the screen, then, if the aliens hit them they explode (the aliens, not the bases). Dead useful and no mistake.

● **Smart bombs:** ha! These destroy everything! Rinse away those wash-day blues with a smart bomb and give your screen that April-soft lemon-freshness at a price that's right.

● **Double-fire:** Normally, in everyday life, you can only fire a new bullet when the last one you shot has either hit an alien or blown up at the top of the screen. This can be quite a gap, but the double-fire pod allows you to fire two bullets at once. This means that you can blast away without aiming as accurately as you usually would. What's more – you can get away with it too. Great!

VADERS

SPACE INVADERS - THE TRUE STORY

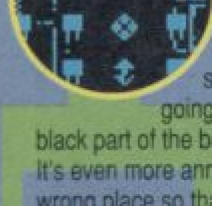
Not many people know that Mr Nishikado, who wrote the original *Space Invaders*, actually based it on a real occurence in 1977. It was Christmas Eve and what happened was a load of Japanese schoolkids, sitting waiting for Santa to appear in the sky above Hokkaido, saw row upon row of aliens advancing slowly from Venus. The clever kids realised the threat to Earth and quickly cobbled together a laser blaster from the hubcap, spark-plugs and battery of a parked car. They moved left and right, blasting the aliens out of the sky. After about four waves, the aliens gave up and the Earth was saved.

The next morning (Xmas day) the kids were rewarded with extra presents and figgy pudding. And that's how it happened. *(Have you ever considered working for Jackanory, James? Ed)*



Stupid, isn't it, how they line up to be slaughtered. Still, it makes things a fair bit easier for you – don't complain

Doesn't sound terribly original!



After every three screens, or thereabouts, you go up a level. What happens here is that the background changes. I haven't mentioned the backgrounds before because I didn't want to upset you. But I feel that, as we're a few hundred words into the review, you're old enough to face the truth. The backgrounds are crap. As works of computer art they're alright, but they're the same colour as the invaders. This means that you can't see what's going on. It's impossible to see the invaders unless they move over a black part of the background, which makes it the most annoying thing in the world. It's even more annoying than trying to open a carton of milk and tearing it in the wrong place so that it a) spills out all over you and b) pours out sideways when you try to get some into a cup. That's how annoying it all is.

Each level introduces you to something new and nasty. For example on Level Two there are invaders which, when you hit them, double in width. You have to hit them again to destroy them. Unpleasant, eh?

And Level Three sees aliens which, when hit, turn into two separate aliens. It's both frightening and supremely horrid. Luckily, these two aliens die as normal when you blast them.



Super Space Invaders is a bigger and more complex game than it looks. It's fast, fun and varied. But I can't pretend that the backgrounds don't make some of the levels totally impossible. So it doesn't get a Megagame, but it does come rather close.

FINAL VERDICT

88°

LIFE EXPECTANCY 86° | ADDICTIVENESS 80°

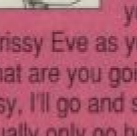
GRAPHICS 77° | INSTANT APPEAL 83°

DIAGNOSIS

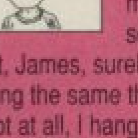
Jolly good show, Domark. Pity some of the screens are quite impossible to clear, eh?

JOYSTICK JUGGLERS

It's time to put on a few extra pounds and cry your eyes out at What A Wonderful Life. Year in, year out – nothing ever changes. This year the jugglers have got to spend Christmas Eve in a completely original manner. That means no going down the pub, no going to parties and no going to see any stupid pop bands.



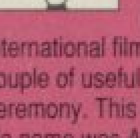
Andy Hutchinson Okay, Hutch. You're not allowed to go anywhere near your skateboard, you've got to spend Chrissy Eve as you never have before. What are you going to do? "That's dead easy, I'll go and see the parentals. I usually only go home for the big dinner, but this year I'll surprise them. I'll get home about seven and watch TV and eat loads of choccies and go to midnight Mass and... Oh, do I have to? I've just remembered why I've never done it before – my sister'll be at home. No, I can't do it. Sorry."



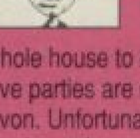
James Leach "I have such a nice little routine at Christmas, it'd upset my parents if I did something different." But, James, surely it gets really boring doing the same thing year after year? "Not at all, I hang up an extra big sock and pretend to go to sleep. It's all incredibly exciting." So you're not going to do something really wild and original then? "No fear, I know what I like and I like what I do." Boring!



Linda Barker Come on Linda, shock us. What do you usually do on Christmas Eve, go to a sparsley populated gig? "Erm, no. I go home and my mum is so crap at wrapping up presents that she leaves them all for me. So I spend my Christmas Eve making sure all the pressies look really yummy." And no doubt that's what you'll be doing this year? "I suppose so. Unless, of course, you've got any spare tickets for the Nirvana gig?" 'Fraid not.



Jon Pillar "Well, I'm doing something that I've never done before. My last film won a couple of awards at an international film festival and I met a couple of useful people at the awards ceremony. This bloke, I think he said his name was Alan Barker, asked me if I wanted to film those sleeping rough on The Embankment. It's a challenge and I hope I can rise to it." That's really impressive, Jon. Well done!



Rich Pelley "I always have a great time just before Christmas. My parents usually go away so I have the whole house to myself. My Christmas Eve parties are notorious throughout Avon. Unfortunately, my parents are staying at home this year so it's either no party or I spend my night partying somewhere else. Either way, I have to break my routine." A change is as good as a rest, you know? "I know, but I was really looking forward to it this year." Ahh.



Rebecca Norley "I usually spend the evening at a friend's house. We have tonnes to eat, open our pressies, drink loads of Ribena and then go carol singing. I made a packet last year and I'm definitely going to do it again. I could go out this year, Rich has invited me to a Christmas party at his house but I think I'll have to give it a miss. I'd rather stand in the cold chanting some nonsense about wise men than go to a party with him." A wise move Rebecca, very wise.

HIGH SCORES

90° – 100° Prince Harry himself would be right royally chuffed if he got this game for Chrissy. So much so, that he'd invite Momsy and Popsy into his aircraft hanger sized den for a good long blast! It's a Megagame!

80° – 89° Not quite up to Prince Harry standards, but his bruvver Wills would be dead pleased with it. Just shy of immortal Megagame status!

70° – 79° This would make a great pressy for say, erm, Andy O.

60° – 69° Not a very good present at all, one for your hated cousins!

50° – 59° If you want to offend someone this Chrissy, buy 'em this.

40° – 49° On a par with those crap plastic ball puzzles from Habitat.

30° – 39° Worse than a homemade custard tart. Dreadful.

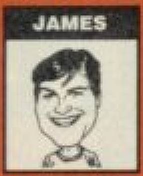
20° – 29° Why not save yourself the money and buy some string instead.

10° – 19° Want to start a huge fight? Give someone this for Christmas.

0° – 9° Crappier than a very crap thing which knows how crap it is.

NEIGHBOURS

Zeppelin/£3.99 cass



Right. Like I've always said, I don't have time for watching TV or any of that nonsense. So these Australian soaps pass me by completely. Fair enough, you might say, but now I've got to review a game of one! Help!

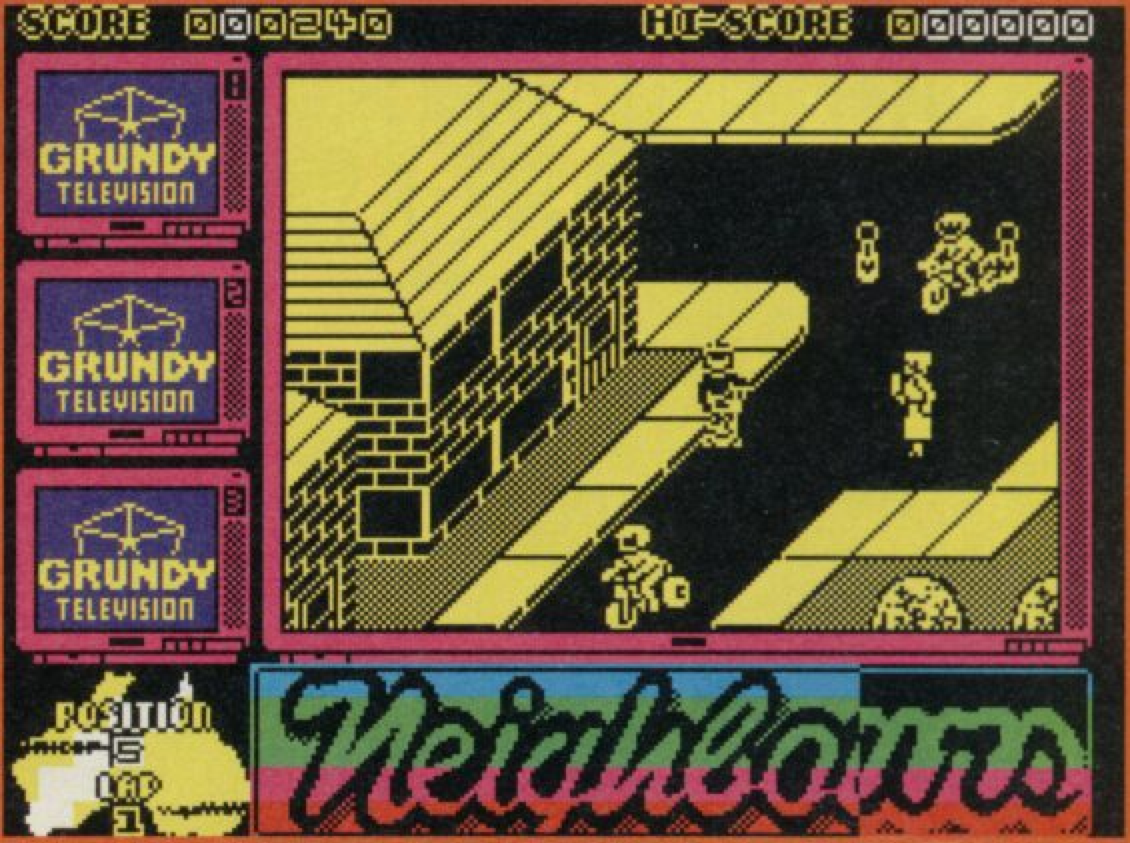
Okay, in this *Neighbours* game, Mrs Jason Mangel (played by Craig Charles) is both Home And Away in Cell Block H when he asks Kylie Sullivan (a Young Flying Doctor with Sons And Daughters) getting in some Country Practice near Sydney, to marry him. A tad flimsy, one might say.

Actually, it's all a big pretence. I admit it, I watch Neighbours. And that confusion above was actually simulated. So if you'll allow me to be serious for a moment, you'll find out exactly what *Neighbours* – the game is about.

You play Scott Robinson and his skateboard, the two are inseparable. *(Who? Ed)* You know, the one who was played by our beloved Jase. *(Oh, him. Ed)* You have to pick a character to race against around the streets of Erinsborough. Typically, your racing partner will be someone who used to be in the show, but has since left or been killed.

If you're feeling rather more confident, you can pick up to four other bods to try and beat. The trouble here is that if you're behind them, they get in the way, and if you're in front, they catch up and *then* get in the way.





The race is on, and you've got an early lead. Not bad going, eh Sheila?



Oh bollards! Yes, they get in the way all the time in *Neighbours*. Some of them even act in it.

THE RACERS



CHARLENE RAMSAY
She's nicked a go-kart (probably from a child), has tuned it up and is, er, raring to go (as they say).



HENRY RAMSAY
He has a sit-on lawnmower capable of about eight miles an hour.



MIKE YOUNG
This chap is still a student (he's been at University for about nine years now). He races on another skateboard.



MATT ROBINSON
He's borrowed Mike's motorbike (although why Mike lent it to him is a bit confusing).

Great Scott!

Yes, you are. But you still need to swing the odds in your favour. You've got two skateboards hanging in your garage. One is your everyday kind of 'board and the other one's a bit speedier. The normal one is the more controllable, so it should see you to the end of the race, but it isn't especially quick. The main problem with the speedy one is that it's a bit hard to master. Not only is it dangerously speedy, but it slides round the corners with all the grace of an elephant on a bob-sleigh. So which do you go for? It's a bit of a dilemma, as I'm sure you'll agree.

When you start up the game you've got to pick an obstacle level, you've got a choice of three ranging from easy to, erm, hard. The easy one has a few people walking in the way, along with the odd bollard. The hardest is nigh-on impossible, with hundreds of Mrs Mangels getting under your wheels.

Zeppelin have gone for an isometric 3D view of the proceedings. This looks pretty good but makes it hard to control your skateboard. You have to pull down to move in a diagonal direction, rather than straight down. No, you have to move diagonally to pull down and across, no you pull across from diagonal to diagonal... oh I don't know how you do it.

I do know that if you hold down the fire button you get a huge burst of speed. Useful for getting through the pack as you wiggle vainly through the diagonals.

Has it got that annoying theme tune?

Well, no. It has another tune which, although totally unlike the Neighbours one, is equally as annoying. It goes dum-dee-dee-dee-diddle-dee. Or something like that. In fact it's a little like Elgar's Enigma Variations, which go sort of dum-pom-tiddle-iddle-pom-pim.

Right, well to sum up *Neighbours*, it's a rather entertaining 3D scroller with a quirky control system and the most frustrating obstacles to get round ever. If you're the sort of bod who never gives up until you've beaten a game, you'll have to work hard at the four levels in *Neighbours*. In fact, I'll be very surprised if you don't chew your joystick to bits before you get that far.

The other thing is that nearly all the characters in the game have actually left the show. If you're a fan of the series as it is now, you might be a bit miffed by this. Perhaps Zeppelin could release weekly expansion packs, keeping us up to date with the plot twists. Or perhaps not.

Yes, I enjoyed *Neighbours*. Oh, sure, it's a bit crap. The pictures of the stars which appear on the monitors are perfectly dreadful and completely unrecognisable. But then again, so are most of the cast. So I suppose it's okay. But playability is good, graphics are smooth and, cos it's tough, there's plenty of mileage in it. So it's er, beaut, ripper, bonzer and um, arvo.





Those sweets bring your popularity right back up again! So scoff them all.



FINAL VERDICT

LIFE EXPECTANCY 80°	ADDICTIVENESS 77°
GRAPHICS 79°	INSTANT APPEAL 78°

DIAGNOSIS
It made my eyes go a bit funny, but it's a fun (and tricky) 3D Aussie soap-related scroller.

LEMMINGS

Psygnosis/ £12.99 cass only

HUTCH



You have to wonder, don't you? I mean, all lemmings do is wander around the countryside, eating grass, chatting to the neighbours and excreting every so often. Then they decide that life's not worth it and promptly chuck themselves off the nearest deadly precipice. Not exactly a cast-iron philosophy on which to build a community is it?

I mean, imagine if early cavemen had gone and topped themselves everytime a dinosaur trampled on their broccoli, or taken a nibble of a deadly mushroom because Zog next door was playing his bonging rock all night when you had an awful headache from too much woad. We wouldn't be here today if early man had been that depressed. All of which begs one teensy-weensy question: how the flip did lemmings make it this far down the evolutionary scale?

Psygnosis would have us believe that they made it this far so that they could be immortalised in a revolutionary platform game. In fact they're so sure of this hiitherto unknown fact that they've given you, gentle Spec-chum, the role of chief protector of lemmings, a kind of zoo-keeper on a Hippocratic oath. You see, the whole point of lemmings is to guide wodges of the hairy cuddlesome chaps to the end of a level, by directing them in all sorts of groovy but ever so important functions.

Digging lemming, climbing lemming, what about a:

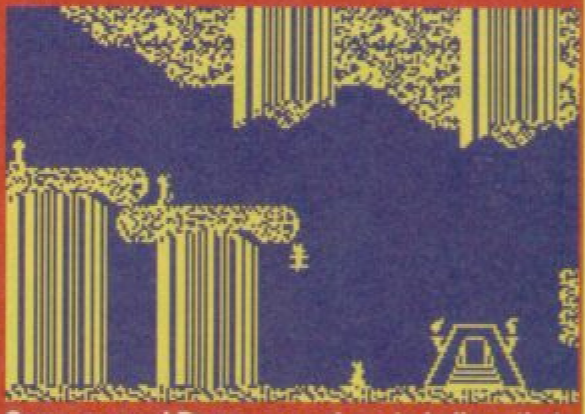
Prime Minister Lemming: let's face it, the chap who's currently ensconced in number 10 Downing Street has got all the charm of a rodent anyway. It'd certainly bring a whole new meaning to the term political suicide.

Stunt Person Lemming: easy to work out why these chaps would make such good stunt peeps, the film crew wouldn't have to worry about safety precautions or gorey special effects, they could simply tell the lemmings to leap off a building and film the whole thing.

Rock Star Lemming: particularly apt one this. Y'see, rock singers like nothing better than diving off tall stacks of amplification equipment into the audience. What easier job could there be for a slam dancing rodent?

Comedian Lemming: as rodents can't speak to humans, the act could consist entirely of the lemming sitting on a stool looking bemused. When the audience refuses to laugh, it could leap into the tuba player's instrument, get blown up into the balcony and from there do a graceful swallow dive onto a large lady's hat.

Water Divining Lemming: the lemming could stroll around fields with a couple of pieces of wire bent at right angles. The twist being that the lemming would discover the water by plopping into it. This is a far more accurate method of water diving than expecting two silly pieces of bent wire to know H2O when they feel it.Hurumph!



Come on now! Do you expect me to believe that lemmings straddle their legs akimbo when they charge off the edge of high precipices?



Wayhey! Attack of the spindle monsters it ain't. Here a digging lemming is blasting his way through that rock to the right.

Take a trip down lemming lane...

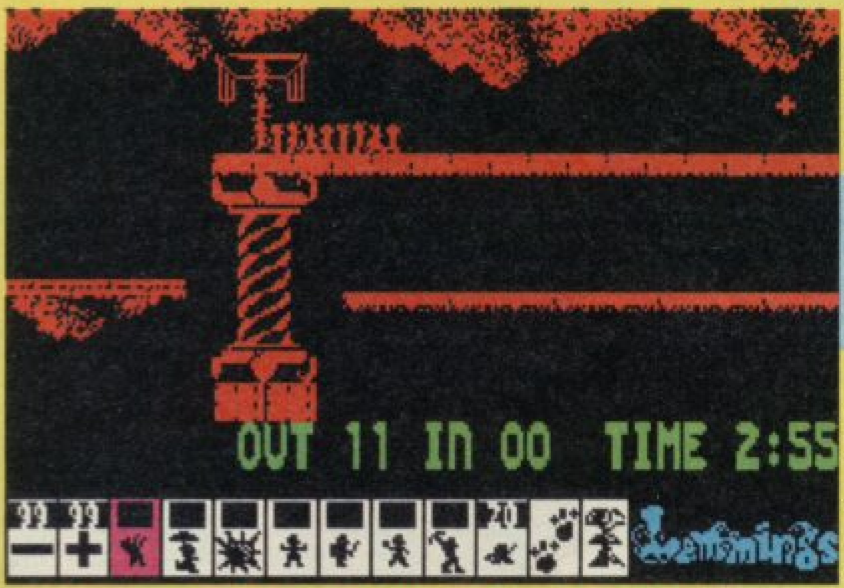
If you don't tell the lemmings what to do, then they'll easily find some way of killing themselves. This is because, as we've already ascertained, they think that it's both smart and clever. Right, so the lemmings drop down from the sky and you've got to keep them safe.

At the bottom of the screen are 12 icons. Eight of these enable you to direct a single lemming in a task. For example, if there's a huge wall in the way you can click on one of them and he'll burrow through it. Similarly, if there's a gap that needs crossing, you can kit one out with a Masters degree in bridge building and set him off to the other side. YTS was never like this.

The other four icons at the bottom of the screen control the speed of the arrival of the lemmings from a hole in the ceiling, a pause key and an Armageddon button which annihilates all the lemmings if you've really mucked up a level.

Sounds a bit too easy to me!

Of course, nothing's ever as easy as all that. No siree, in this game, the 60 levels vary from piddlingly easy to aggravatingly hard. All sorts of obstacles get plonked in your way, such as drops that are just too high to leap off, spinning scythes and volcanic pits. Fail to work out what you're meant to do with your lemmings and the little chaps will just stroll off to their deaths. On some levels you'll have to account for each and every lemming dropped from the sky; while on others, you'll only have to get a couple home safely.



Right ho chaps, who's first. I've got some Dairy Lee slices and you won't even have to snog Veronica Dribblethwaite! All I want, is one of you to drop of the end of this platform with an umbrella, alright?

Graphically, each level is monochrome. This isn't a problem, because you can still see the lemmings perfectly adequately, complete with flowing locks of hair and pained expressions when you decide to blow them up. The bottom icon display is in a different colour, which means you can quickly pick out a task for each rodent. The cursor which itemises our heroes is about the same size as a lemming and can be locked onto a particular lem by hitting N. This makes life a whole lot easier.

Nope, there's little doubt about it. *Lemmings* is a corker and no mistake. The levels have been perfectly weighted to help progression through the game and believe me, you will want to progress. Once these pixelated fur-balls are let loose on your Speccy, they won't let go until you've saved them from each and every one of the 60 levels. So be prepared, there's no sleep until lemming bedtime.



Well jigger me, there's the exit. Now who's got that lemming-group-away-day-saver-return-special-second-class-bonus ticket, huh?

FINAL VERDICT

LIFE EXPECTANCY 90°	ADDICTIVENESS 91°
GRAPHICS 86°	INSTANT APPEAL 88°

DIAGNOSIS

Whizzy, super and chock full of furry animals with long hair. Groovesome.

91°

LEMMINGS

WIN WIN WIN WIN!

Get on your bike and ride!

Win 600 quids worth of wicked Muddy Fox mountain bike!

Here at *YS*, we're heavily into bikes. *(Although Andy O prefers his crap motorised version. Ed)* That's why we were so pleased when the chaps at *Mountain Biking UK* said that they'd like to give away a fabby mountain bike to our readers. Like us, these lovely chaps and chapesses do all their writing in a shed. But theirs is a bicycle shed, rather than the common or garden variety.

The *MBUK* team like nothing better than hurtling up and down hillocks with manic expressions on their faces and some particularly weird sun-glasses on their noses. In fact they reckon that it's such a giggle that they got in touch with Muddy Fox (purveyors of particularly fine mountain bikes, or MTBs as the *MBUK* peeps call them) and asked them if they'd help in bringing the mountain biking gospel to Speccy fans.



I've got a bike, you can ride it if you like. It's got a basket, a bell that rings and things to make it look good. So there. Would you like one?

But what are the prizes?

Well, what we're giving away is a Muddy Fox Alu Comp MTB. This is six hundred quids worth of ultra light go-faster high spec bike from the original British mountain bike people. It's built around a frame of tough, light, heat treated 7005 aluminium and kitted out with Shimano's rugged Deore LX equipment, it's one of the *MBUK* Wrecking Crew's faves. It's "a bike that exudes class" according to their test editor, who has some particularly fine pantaloons and thus knows heaps about class.

Whether you want to go mad in the woods, or simply pose around the streets with a cheesy grin on your fizzogg, the Muddy Fox Alu Comp is the bike for you. It's got a strong frame, wide gears and powerful brakes – so it can cope with virtually anything you throw it at. *(With the possible exception of a Boeing 757. Ed)*

MUBK have also got some fandabbydozy runners up prizes. Five lucky cubs get a one-year subscription to *MBUK*, plus a copy of the *MBUK Winter Special* – worth £25 each. That's a whole year's worth of top-class information. Find out what to buy, how to ride and how to look after your bike. Good, eh?Then there's news, including results from all the races in the 1992 season, and Mint Sauce – Britain's only mountain biking sheep!

The next fifty (you've gotta love those *MBUK* geezers) get a copy of the *MBUK Winter Special* – with full specifications on well over 100 of the new bikes for 1992, and the full low-down on choosing and using your first emteebee. £2.95 in the shops, but to fifty *YS* readers – nowt. So it'd be especially fab if you're thinking of getting a mountain bike for Chrissy.

Those questions in full

1. What item of biking gear do the *MBUK* crew always wear on their bonce to protect them if they crash?
2. What's the name of that really weird (and very old) bicycle which had a huge front wheel and a piddly tiny little back one?
3. What's the name of Britain's only mountain biking sheep?

Okay peeps, when you've worked out the answers to the teasing questionettes, bung the answers down on a postcard and send them to "*Muddy Fox, isn't he a blues guitarist?*" compo, *YS* Compos, *YS*, 29 Monmouth Street, Bath, Avon, BA1 2BW.

Cor! Give me that bike cos I need to get away from it for a while. I'm dead good with anything mechanical, so I won't break it or anything. Cheers, maties.

A .... B .... C ....

....

My name is ....

My address is ....

....

.... Postcode ....

Mountain Biking UK

RULES

- Gosh, anyone who works for Future Publishing, *Mountain Biking UK* or Muddy Fox can't enter because most of them have got mountain bikes already.
- Hutch's decision is final, absolute and incorruptible. He's not going to change his mind, no matter how much you winge.
- Get your entries to us by the 15th of January. Otherwise you'll miss out on any possibility of winning the bike or the subscriptions or anything, with the possible exception of the postal services undying gratitude for your custom. And that's not much cop, is it?

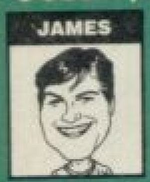

Lemmings
TM
STOP
AVAILABLE NOW! FOR YOUR SPECTRUM
EUROPEAN GAME OF THE YEAR!!
"Lemmings has all the makings of a classic". AMAZING COMPUTING – USA.
"An unbelievably simple idea has generated one of the most addictive games of all times". MICROMANIA – SPAIN.
"A fiendish game concept – you'll hang on to your mouse till dawn. Lemmings is a soul mate!" 92% POWERPLAY – GERMANY.
"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991". OMNI MAGAZINE – USA.
"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years". COMPUTE's Amiga Resource – USA.
"Set to become the most talked about form of computer entertainment ever". 96% THE ONE – UK
"Exceptional!!! This game is truly exceptional! Lemmings is the most original video game since Packman". 98% TGM – ITALY
"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year". 100% GENERATION 4 – FRANCE.
"Lemmings, game of the century? Who knows! Game of the decade, its almost a certainty . . ." MICRONEWS – FRANCE.



WWF WRESTLEMANIA

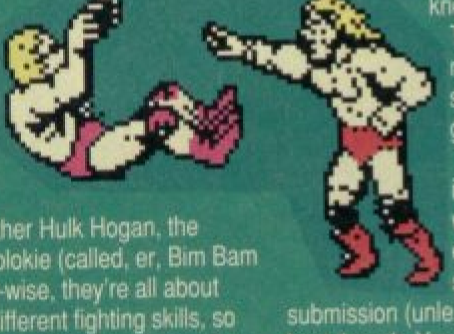


Ocean /£15.99 disk/£12.99 cass



This wrestling lark seems to have really got out of hand. It used to be that fat bloke Big Daddy battling his enemy, Giant Haystacks, but nowadays the men involved are bigger, louder and probably smellier than ever before. And in *WWF* you get to play a large man with an unpleasant moustache called Hulk Hogan. No, I mean the man is called Hulk Hogan – the moustache hasn't got a name.

If you've never heard of it, there's this thing called the World Wrestling Federation. It's basically a load of massive blokes who meet up at interesting venues to shake hands politely, slam each others heads on the floor, spit at the audience and avoid the grannies' handbags.



You can choose to play either Hulk Hogan, the British Bulldog or a Chinese blokie (called, er, Bim Bam Bom or something). Strength-wise, they're all about about equal but they've got different fighting skills, so you can tell them apart. Once you've chosen your big guy it's time to go up against the first opponent, a guy called Mr Perfect. Before you climb into the ring with this dweeb, the two of you have a slanging match. He says things like, "I'm perfect and you're not, so I'm almost certain to win." Okay, Mr Perfect, we'll see about that!



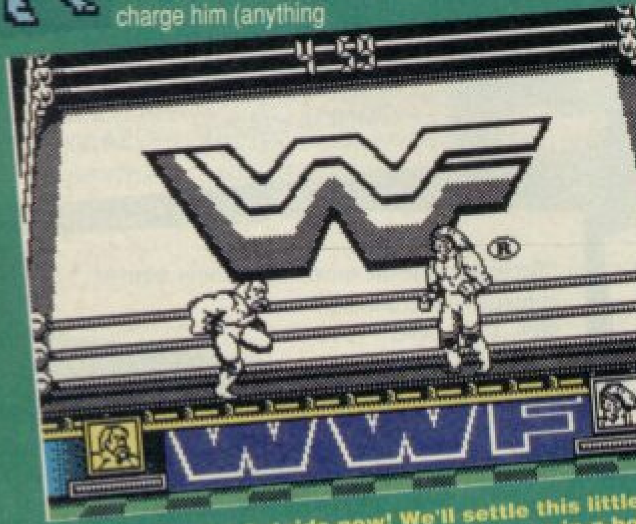
Look at my stamp collection

With all the boring preliminaries out of the way, the two dudes climb into the ring and the fight begins. You can either punch or drop-kick your opponent, grapple with him or charge him (anything up to £50 if he's got a bankers card, ha ha).

If you punch or kick him, his energy is reduced by smallish amounts. The problem is that it's pretty hard to hit him, like all good wrestlers he's able to dodge you. If you're really good, you might be able to knock him to the floor as well. This is where it starts getting really exciting, cos now you can stamp on him or lie on top of him and get a submission.

Grappling's good too, it involves a bit of incredibly fast joystick waggling. If you're faster than him you end up chucking the guy to the floor, sitting on his head and getting another submission (unless he wriggles out). Charging is the best though. You bounce off the ropes and run towards your fat enemy at a frightening speed, you then smash into him and send him flying out of the ring. If you're quick, you can jump out of the ring as well and continue beating him up right in front of the judges (who can't do anything because you're about six times as big as them).

And this is why *WWF* is such fun. Instead of just wrestling, it's a beat-em-up with loads of violent moves which have different body-flattening effects. When the baddies try the same moves on you, there are several ways to get out of them (the easiest thing to do is run to the other side of the ring), but you'll have to find the dangerous ones out by experience. Practise makes perfect and all that.



Right, you bully! Outside now! We'll settle this little dispute outside the ring like two gentlemen in a bout of Queensberry Rules fisticuffs. I'll just get my gun.

What? No jerks?



The graphics in *WWF* are really slick. Considering that there are so many moves and, er, positions, the game is cheeringly jerk-free. Unless you count Hulk as a jerk, which you wouldn't cos you're probably smaller than him. It's all made even more exciting (yes, even more exciting!) by great thumping and grunting sound effects. This means you can get a rather large amount of satisfaction from leaping into the air and bringing your feet squarely down on someone's ribs.

Yep, *WWF* is a pretty classy fight-game. The wrestling angle sets it apart from any number of martial arts combat games, and the variety of throws and wrestling moves makes it more interesting than your average kick-punch-somersault-kick-beat-'em-up.



Ooer. I think I've just killed that dude. I'd better make good my escape and hope that nobody saw me do it.

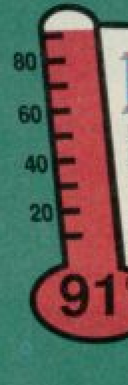
The idea of getting your opponent onto the floor and fixing him in a hold (which involves hitting the fire button really quickly to stop him escaping) is pretty stonking too.

As if all that wasn't enough, guess what it's also got? Yes, you've hit the nail on the head! A completely wonderful and superb two-player option. I'll put my reputation on the line here (*what reputation? Ed*) and say that it's the best two-player game that's been seen on any Speccy fighting game. It's quick, accurate and when you're playing you can tickle the person playing next to you at critical moments. Hurrah!





How dare you say that my XR3i is a rusting heap of cats' droppings! Take this punch right on the nose, young man! (That's him told!)



FINAL VERDICT

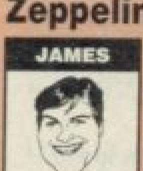
LIFE EXPECTANCY 89°	ADDICTIVENESS 89°
GRAPHICS 82°	INSTANT APPEAL 87°

DIAGNOSIS

This is it, grapple-fans! If you're a fan of wrestling (or fighting in general), you'll have a ball with *WWF*.

ROUND THE BEND

Zeppelin /£3.99 cass



Gosh, I'm just so busy putting *Your Sinclair* together, month in and month out, that I never get to watch anything on TV. It's a real bummer. By the time I get in, all that's on is Newsnight or Prisoner. So you'll understand when I say that I've never seen *Round The Bend* on ITV.

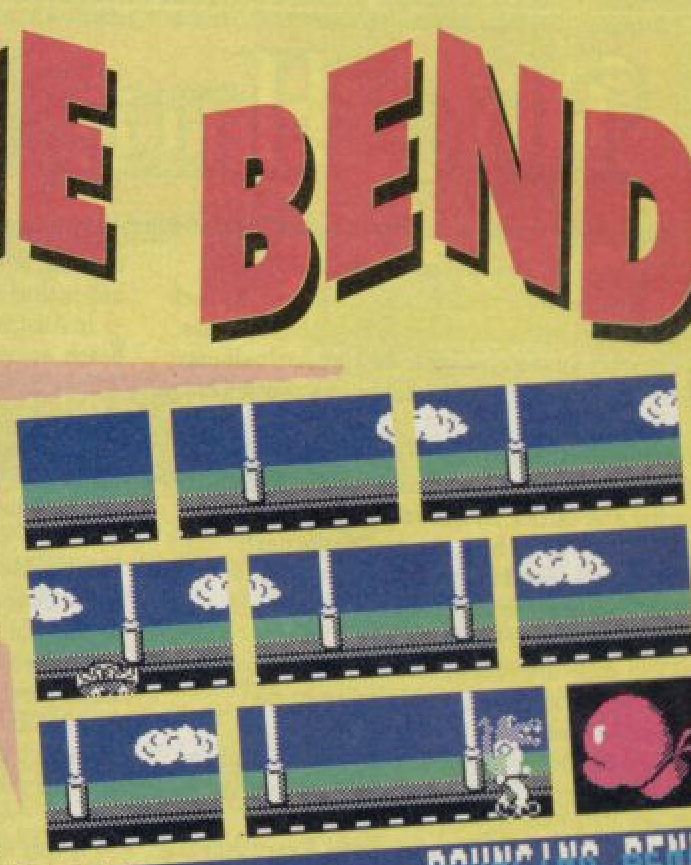
This is a bit of a shame cos it seems to be the weirdest thing out. And you know me – I like a bit of weirdness. Just last week, for example, I saw a parrot dusguised as a golden retriever swimming across the River Avon. (*That is weird. Ed*) Anyway, back to *Round The Bend*. Apparently Doc Croc, the editor of a comic, has blown up the printing press and all the bits have ended up in the sewer. Lou Brush (where do they get these names from?) has got to round up the guys, and get them to collect all the pieces. Yep, it's a mad race-against-time jobbie.



Ooh look, it's Doc Croc! He's an editor you know, but he's obviously not as great as our Ed. (Oi, Andy! How about that fiver you owe me?)

Using arrows, you've got to select a drain and a character, then it's time to set off into the depths of the sewers. It's a standard underground platformer (except that the platforms are covered in poo). As you'd expect, there are things to avoid, jump over and rush past. Collision detection is good and this part of the game is tough and demanding, but you'll always want to have just one more go. As you get further into the game, it naturally gets tougher. Bats, owls or something fly at you, forcing you to move pretty sharpish. Tricky stuff.

After a while you'll come across bits of the printing press and small punchline-collection sub-games to beat. These are single screenies and the general idea is to get your character from top left to bottom right along a load of levels whilst avoiding whatever happens to be bouncing around. As you move to the right of the screen on each platform level, you appear on the one below. Y'see, you sort of go down in steps. So although you're on one screen, you've got quite a bit of walking and avoiding to do. Sounds a bit boring, doesn't it Spec-chums? Well, that's cos it often is, what with all that walking and avoiding to do. Never mind, at least it makes a change from all those smelly sewery bits (there's no poo, for a start).



This is one of the sub-games. Make sure you avoid the bouncing chap. And we're not talking about our old chum, Femto Pico, here!

What else? Oh yes, there's something incredibly disturbing called John Potato's Newsround. Every time you complete a page, John Potato appears and gives you a few bonus points. Strangely, he doesn't look even slightly like John Craven, who I suppose it's meant to be. It just looks like a Potato. It's enough to make a grown man weep.

To be fair, *Round The Bend* is strange but certainly fun for the most part. It's big enough to keep you playing for ages, it's not too difficult and it looks nice, even if it is a bit monochromey. Come to think of it, I wish there was a bit more colour around. It really does make a difference you know. Are you listening, Zeppelin? Apart from that gripette the game also lacks that indefinable something that makes certain games classics and worthy of the green felt Megagame hat. But (almost) full marks for such a weird game anyway, dudes – there's some good, decent and honest silliness in there. Right, I'm off to lick the road clean outside a windmill factory. (*Off you go then. Ed*)



That round hole is a sewerage pipe. They make very good homes, as long as you can put up with the smell!

SUBTERRANEAN SUB-GAME BLUES

There are eight punchline screens, so don't bother counting 'em. Let's have a peek, shall we? (*Oh yes please. Reader's voice*)

① True Romance

You play someone called Stuart, who's in love with someone called Karen. Avoid Cupid and his arrows.

② Nursery Crimes

Now you're Miss Muffet with a tuffet in tow. Watch out for the spiders.

③ Bouncing Benny

Ooh, it's one of the Oddbod family. This bloke, er, bounces around a lot. Nuff said.

④ Fatman

This guy is so amazingly fat that he'll certainly flatten you. And I don't mean flatten you a bit, but squash you completely. Ugh.

⑤ The False Teeth Versus The Atomic Banana

No. I absollutely refuse to try and describe this immense stupidity. I just won't do it!

⑥ Pzycho The Magnificent

He chases you around using special secret mind-power. What a load of crap, eh readers?

⑦ The Vegetables

Zeppelin inform us that "the ever popular Australian soap, The Vegetables, are holding a skateboard race. As usual, calamity is only around the corner, so watch out for crashes and mixed salad." Quite.

⑧ Kenny McTickle And His Magic Kilt

Wild bagpipes leap out from under Kenny's kilt and chase you all over the Cairngorms.

It is the considered *YS* conclusion that Zeppelin have gone as mad as a Hungarian railway cutting. *Round The Bend* is exactly the right name for a game which will reduce your sanity to an origami fish with flapping carrots.



FINAL VERDICT

LIFE EXPECTANCY		ADDICTIVENESS
76°	A	72°
GRAPHICS		**INSTANT APPEAL**
74°		73°

DIAGNOSIS

Way out wacky fun with people on telly you've never seen. Well, I've never seen them and I'm the reviewer. So there.

74°

The Humbug Half Page

Due to the fact that we've received loads of letters from readers who are sick to the back teeth with everything to do with Christmas, we humbly present you with the Humbug half page, dedicated to blaggards and Santa-haters everywhere.

Martin McDuffhaircut's Top Ten Xmas Moans

- Every year, the Christmas decorations go up earlier and earlier. At this rate they won't bother taking them down from one year to the next.
- There's no point in buying anything before Christmas because you can just wait until the January sales and buy it dirt cheap.
- The shops are so busy and the sales staff so rude that I never bother going shopping over the Christmas period.
- I'm glad I've got a video. Every year they put on the same crappy films and re-runs on the telly. That's not what I pay my TV licence for.
- It never snows on Christmas day. Every year the TV weathermen get your hopes up and then it snows two weeks beforehand, melts in a day and then blizzards in February. Besides, I hate snow.
- I'm not bothering to send out Christmas cards this year, because they're all crap. I never get any back anyway.
- Why aren't people more original with their Christmas present purchases. If I get given another bottle of Old Spice after-shave I'll pour it over the so-called well-wisher's favourite jumper.
- It's a well-proven fact that Jesus wasn't born on the 25th of December, he was actually born in July and is thus a Cancerian rather than Sagittarian.
- In Australia they spend Christmas day on the beach, enjoying choice cuts sizzled on a barbecue. Why can't we ever have Christmasses like that here? *(It's kind of obvious why not really. Ed)*
- People spend so much time moaning about Christmas, I reckon they should ban it completely and be done with the whole miserable concept.

Declan McCrapski's ten reasons for humbugers to be cheerful over the Christmas period

- You can nip down to the travel agents, pick up a load of brochures and spend days gazing longingly at lush sunsets, wide beaches and attractive people with very little on.
- It only comes once a year.
- Swimming costumes and suntan lotion are dirt cheap.
- There's wodges of tuck available practically everywhere you go.
- Everybody gets a holiday.
- It means that the new year is just around the corner.
- Nobody minds when you sing really loudly in the street, because they think you're a carol singer and invite you in for mince pies and punch.
- Bart Simpson hates Christmas too.
- So does Father Christmas, he's just been humouring everyone all these years.
- It might be your birthday on the 25th of December. Well, you never know! Statistically speaking 10,958,904 people were born on Christmas day and Kenny Everett was one of them.

If anyone so much as mentions Christmas to you, simply choose a moan from the first list, then console yourself with one chosen from t'other. Oh yes and another thing, don't come crying to me when you don't get any presents. Ha!



Christmas Eve 1991. Two old blokes with pre-war clothes discuss snot and the 1954 F.A. Cup

500,000 COMPUTER GAMES

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners recieve three free games! All letters win a YS badge!



Love (a wise man once said), is a many splendoured thing. He was of course refering to the genial spirit of Christmas and here at the *YS* shed we've been preparing for the 25th with loads of holly, tinsel and even the odd Chrissy cracker. It all got too much for James who had to dash out to his XR3i and drape decorations over his furry dice, stick cardboard reindeer on the back window and even (dare we say it) plonk a fairy on his aerial. Anyway, onwards and upwards. This month we hear from (amongst others) a bogey-man, an imp called Norris and a Ford Capri fan from Leominster! Take it away Spec-chums!

A WARNING

I am coming down to Bath this weekend in my trusty Cavalier with a couple of factory fitted extras that I intend to test out.

- A hippy tracking device to search out the Spectrum deserter and to cut his hair.
- A Vauxhall Turbo fitting with customised XR3i-activated nitro injecters to burn off James Leach. Come to think of it, I could use my pushbike!
- Extra loud stereo with weirdo-type music to attract everyone's fave chick – lovely, leggy Lindy.

By the way, it's nice to see a new face on the mag.

Ian 'Mad Dog Boy Racer Dude'
West Leominster, Herefordshire

Ah, a visitor! The Shed's looking well rad at the minute, we've already got our Christmas decorations up, so you'll be dead impressed. We'll even have tea and mince pies waiting for you, but I'm afraid you're going to be a bit disappointed with Bath. Y'see, Andy Ide hasn't been sighted around these parts for some time now. I thought he'd joined a green convoy but, quite recently, he was sighted by an eagle-eyed Spec-chum in the Melbourne Cafe, Cromer. Sorry and everything, but you might as well leave your scissors at home.

Don't bother buying any crap records either – Linda won't be around. She's off to London to see some more gruesome groups. I've tried to help her get sorted, I lent her my EMF and Guns 'n' Roses albums but she didn't even take them home. On a happier note, James'll be here. His weekends are usually spent speeding through the streets of Bath like a right lad. Some of my mates might be around too and they're all ace blokes, even though they are all dead rich and famous. In fact we're thinking of doing an open air gig next to Bath's funky abbey. I think it'd be a welcome change from those pesky and totally crap carol singers with their dogs on strings. **Ed.**

LIAR

I am a strange two foot three inch imp called Norris. The point I'd like to make is that I am 473 years old and rather small for my age. I have tried standing in manure but to no avail. Once I even tried walking on stilts but I kept on falling over.

Please help me. If you don't, I could find myself suspended in tomato pureé. If you refuse to help me I will use my impy powers and steal all your EMF records.

Norris
Plymouth, Yugoslavia

My mailbag was full of letters from people with identity problems. Maybe it's the time of year. Take Norris for example, he's obviously not 473 years old. His problem is far more basic than that – he wants a couple of EMF records for Christmas. His mum's probably said no and this is his feeble attempt to get said records onto his turntable.

Now, you're probably wondering how I can work all this out from the little that Norris has to say. Well, I might be really into my wheels and my music but I've also got a history. Y'see, before I got my wig I used to be quite into amateur psychology. Norris shows all the symptoms of a bloke who knows that he's going to get something crap for Christmas. **Ed.**

NICE? US?!

I am the bogeyman and I terrorise people for a living. I recently bought your mag for the first time and I thought it was brill. The problem is, you're all far too nice. So, cos I hate nice things, I went into the sewers for a week and came out a bogeyman.

I am going to pester you 'til you are all bogeymen and women. Expect to hear from me soon. By the way, has Jon got a cheat for *Rainbow Islands?*

The Bogeyman
A Graveyard in Daresbury, Cheshire

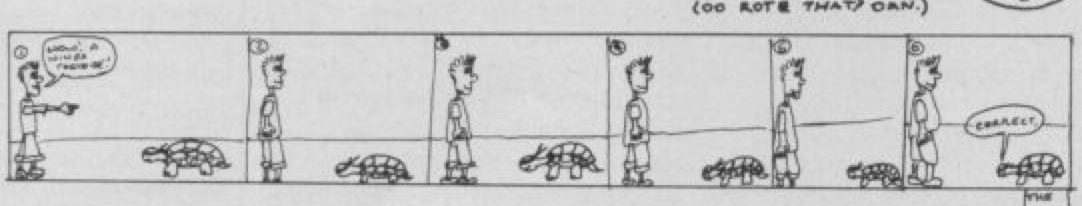
What on earth gave you the impression that we're nice people? We've never done anything to deserve such an insult. It's not only an insult, it's a complete and utter lie. As I look around the shed I can't

DOODLEBUGS

Your 'bugs are getting better and better and they've really been rolling in this month. I've had to work hard and exert my special choosing powers. After hours of agonising I chose *Thick Dangerous* by Dan Prentis and *Teenage Mutant Ninja Slow Reaction Tortoises Part One* from an anonymous pen. Phew! If your artistry is supreme, don't just think about it – send your bouncy 'bugs to Doodlebugs, *YS*, 30 Monmouth Street, Bath, BA1







STARLETTER



DUCK!

I am writing to you with particular reference to a letter from a certain Richard Caine of Sheffield. In it he posed a very interesting question. "What has Shakespeare got to do with Sheffield, city of ducks?" Your reply to this was one of bewilderment and confusion. Well, to aid you in your sheer ignorance of hisorical facts, I have researched the subject. Records have it that on Tuesday the 26th of March, 1590, at half past two in the afternoon, a swarm of killer ducks did attack the city of Sheffield rendering hundreds dead and thousands maimed and injured. The town was almost completely ruined by the onslaught of vicious ducks, but no one ever heard of or saw the swarm again. Some say they died off from deadly duck diseases common at the time, others say they went home for wafer biscuits and tea and were so cosy that they never left again.

At the time of the incident William Shakespeare was visiting Sheffield for the weekend, staying at a bed and breakfast in the middle of town. Whilst washing his pet armadillo in the sink he witnessed the incident from his window and was so moved by it that he mentioned it in his diary. "Ye gods, 'tis a strange sight indeed to myne eyes to witness these darkest fiends of hell. The feather, blood and fluff doth fly and I do wonder why these ducks are all so fluffy." Some say that such powerful emotions caused him to write Macbeth.

Well. I hope that's cleared that up for you.

The Mad Black Pudding
Bury, Lancashire

I've heard plenty of people mention the Sheffield ducks before, but they were all rather vague. The rumours fascinated me. I went to the library and thumbed through thousands of books on ducks, Sheffield and Shakespeare. I can tell a mallard from a pelican at a distance of fifty feet, I know at exactly what point in Hamlet our hero jumps into Ophelia's grave and I can tell you that Sheffield is very much like Rome.

All those hours spent in libraries weren't doing me any good. My wheels were getting rusty and my heart yearned for concrete ramps. Now you, O Mad Black Pudding, have saved me. I can tear up my library card and say goodbye to those cream formica swing doors forever. Never again will I have to queue up behind the elderly chap with a rope and the collected works of Agatha Christie in large print. Never again will I have to nod to the strange little chap with the roll of fuse wire and The Hamlyn All Colour Guide To Nuclear Warheads. But best of all, I'll never have to bump into Linda! Everytime I walked into that library there she was, her arms piled high with intelligent looking books which I bet she never reads. Mad Black Pudding, I salute you. **Ed.**

see anybody being nice. Andy O is taking his bike to pieces and smearing grease on Linda's shoes, Linda's trying to kick Andy. James is pulling the legs off a spider and throwing them at Maryanne who's rushing around, drawing on everybody's arms. Me? Oh, I'm trying to work. If anybody comes anywhere near me, I'll trash 'em. Nice is not our style, Mr Bogey. **Ed.**

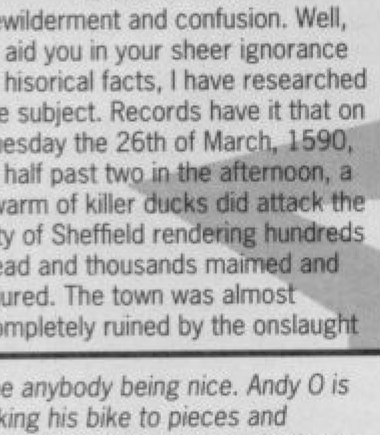
SIMPLY SUPER

Elephants, eh? Aren't they spectacular! The way they come in two models, the African and the Indian, with go faster tusks, variable ear sizes, big long noses and diamonds in their belly buttons, they really are simply super.

Talking about elephants has reminded me of something rather important actually. Why is there a lack of elephants in Spectrum games? Speaking as a humble Specchum, if it wasn't for CodeMaster's CJ, I'd have to buy games containing less brainy and more smelly animals – such as Gazza.

But enough of this chit-chat. Why, oh why (© Points Of View) does the word 'gosh' appear on almost every single page of your damn fine periodical? Is it anything to do with

WONDERFUL WORLD OF SPECCY



What is it with these foreigners? All they want to do is give me history lessons. There was an irate Greek last month and here's an indignant Czechoslovakian.

SOME OF MY BEST FRIENDS ARE CZECHS

I was pleasantly surprised when I got my October issue of YS not only because the mag was brill as usual, but also because there was a Czechoslovakian demo there on the tape made by a male from our town of Bratislava. But how disappointed I was when I saw you called it a Czech demo, and Rudolf a Czech maestro!

In fact it is not surprising cos 99% of people in the world think that in Czechoslovakia there live the Czechs only. But I thought you were more informed about our country. I see you probably still don't know what I'm talking about and therefore I want to make it clear once for ever. So read carefully all you people of the world...

Czecho-Slovakia (or Czechoslovakia or the Czech and Slovak Federative Republic – CSFR) consists of two republics. In the Czech republic (Bohemia) live over 10 million Czechs. They speak Czech. In the Slovak republic (Slovakia) live five million Slovaks. They speak Slovak. Each of the two nations has its own language, culture and government. Thogh they are very close, you can't mix the two nations together...

Milan Gràf
Bratislava, Czechoslovakia

I'm afraid I had to cut old Milan short there. His letter went on for another page or so and these Slovaks have got tiny handwriting. He also sent in a map but it wasn't very interesting. I don't really know much about Czechoslovakia and I apologise profusely for any offence I've caused our Slovak readers. Actually, that's a lie – I'm not sorry at all. I just thought I should be, what with it being the season of cheer and goodwill and everything. But I have to say that I think all this Czech and Slovak business is a load of nonsense.

Czechoslovakia's a very busy place this time of year, winter sets in early and they've got to be prepared. They have to lay in stocks of coal, wood and lard and they have to make sure that the dustbins are wolf-proof. Yet here is Milan, a young man in the prime of his life, writing silly complaiints and refusing to help his mother chop up logs. Get with it Milly! It doesn't matter whether you're checked or striped, Bohemian or rhapsody. You are the future of your country! So stop whining, get yourself a nice fir tree and have a good Christmas. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto's unpleasant Christmas experience (see page 41) forced him to take a holiday to get away from it all. Still in shock, he jetted off to his chum Arnie's family home in Austria, thinking a spot of skiing might help his nerves recover.

Arnie and I are great mates so I flew out to the Austrian Alps, and took a sled to the isolated Schwarzenegger chalet. But when I arrived it was deserted.

Just then I heard a noise behind me. Before I could do anything I was grabbed from behind by several hairy hands. I squirmed round to look. A group of Alpine yetis had captured me. I was powerless!

I was dragged from the chalet up into the mountains by the yetis. They hauled me into a dark cave high above the snow-line. Terrified, I waited for them to start eating me. But the biggest yeti sat me down on a rock. He grunted and disappeared into the depths of the cave. Meanwhile the other yetis pulled at my clothes, ruffled my hair and ate my Kendal Mint Cake.

When the big yeti returned he had something in his hand. It looked like a... a photograph! He showed it to me and instantly I understood.

The tatty picture was one of Arnold Schwarzenegger. My eyes had got used to the dark cave and I could now see the resemblance between Arnie and the yetis. Yes! This was his long-lost Austrian family!

After that, I got on famously with them. I stayed for a week or two and taught them to light small fires, wear clothes and start avalanches. In return they showed me how to forage for berries and roots.

On my return to civilisation I bumped into Arnie in Planet Hollywood. He was wearing clothes, talking and using his hands instead of his feet to pick up objects. People say he's not very bright but I realised then just how advanced he really is. So if I catch you knocking him, I'll pull out your diaphragm and use it as a tambourine. Right. A card.

Dear Femto
Happy Christmas.
Love from the entire cast of Beverly Hills 90210

Oh shut up. And stop behaving like spoilt children. I weigh 26 stone, remember. That's more than you kids put together!
Bye!
Femto

PETER SNOW'S DEAD SERIOUS CORNER

COVET GAMES

I know that *YS* is totally cool and all that, but there is one thing that really bugs me about it – the covertape.

Y'see, when I first bought *YS* last December, I thought it was totally brill, not only for the mag itself but for the excellent covertape which had a whole four free games. Then in the March issue you switched to a six pack with three games plus demos and POKEs. That was fine, no problem.

In the April ish you gave us the Magnificent Seven with five free games, a demo and POKEs. That was totally excellent and had all us Spec-chums jumping for joy! Maybe from now on, things'd be okay. But in the September issue it all went horribly wrong. You gave us two free games and the rest were music (128K only!), POKEs and demo things. You gave some excuse about other mags giving away 20 packs or something and said it'd be back to normal soon. But it's now December and we're still getting a lousy two games and they're usually not exactly brilliant, are they?

I know you probably can't help it and aren't allowed to give away more than two games or something. So how about giving away a totally brilliant game like *Thrust*. I mean, a game like that is a right corker and hardly anyone's selling it nowadays. I bet you could get it dead cheap. You're an editor, if you can do anything about this, why don't you?

Gavin Darcy
Kilnamanagh, Dublin

You'll find that there are three games on the covertape this month, Gavin. We've also bunged the extremely groovy Graphic Adventure Creator *your way and it'd cost you £22.95 if you bought it in a shop. If all that isn't value for money then call me Nathaniel and sell me a three and a half inch bore deluxe hosepipe with all the fittings.*

Anyway, the reason behind our fluctuating tape, is that all the magazines, including SU (cheers, Garth) and the yo-yoing Crash, and the various software houses entered into an agreement. The software houses believed that all the games on covertapes were harming their sales. So we all smoked the peace pipe, agreed to put fewer games on and went home for a steak dinner. The agreement runs out pretty soon, so you might find the games coverage going up on the covertape, then again we might just get the decorators in and have them put up some nice curtains. Threep. **Ed.**

that Linda thing you have stapled to the side of your shed, or is it something in the water? You shouldn't drink Bath water anyway. I blame Cilla Black Just who does she think she is? Cilla ought to remember that she hasn't even been at number one for 16 weeks, and anyld Canadian can do that. Even Clive James.

I know you like them, but personally I believe EMF were telling lies about those children, don't you? They didn't even spray-paint the set of the Smash Hits' Poll Winners' Party this year. Phifff!

Anyway, idle banter aside, I really must go. The doctor's just told me that the toilet's hatched. So it's goodbye from him, and goodbye from him. And remember, if you're seeking sales, doing deals or cutting cost – don't bother with Courts cos they spend all their money on crap ads.

Marky Mark G
Bournemouth

Elephants, eh? They're big and grey and they take up far too much room. No, I don't mean it. You're right, elephants are simply super. They're so incredibly cuddly and cumbersome, you can't help loving them can you Spec-chums? Here's a couple of little know facts about elephants...

- *The difference between African and Indian elephants is about 3,300 miles.*
- *Elephants' tusks are actually made out of piano keys.*

There are quite a lot of cute elephants around, but my favourite has to be Dumbo. Every time I see him I just think of Stuart 'Top 100' Campbell. James is quite into Babar because he wore a suit and a hat and had a well-behaved family. What more could you possibly ask for? Anyway, enough of this tittle-tattle, I've got to rush. Y'see there's this turpentine fish and, cos he's made of liquid, he can't swim. I'll soon sort him out. Come here little fishy... **Ed.**

SO TELL ME ABOUT YOU

Just before Andy Ide left *YS*, we knew all about him. I have decided to ask some questions about the new Ed. Don't worry, this isn't Mastermind.

- How green are you?
- How crap do you think *YS* is?
- Do you have plans for the shed?
- What baseball team's on your cap?

Alex Eales
Reading, Berkshire

Ooh, I like questions, I'm really good at them. Okay, greenery? I really like rhodendrons and poinsiettas look lovely this time of year. No seriously, I think all Green issues are seriously rad and I always try to do my bit.

YS is the crappest mag in the world, in a funky skillo kind of way. The shed is wicked and kickin' as it is but I might make a few minor changes. There's far too many flowers around this place. No doubt you'll hear about them in due course. And I don't know what baseball team's on my hat.

That was nice and painless. **Ed.**

SMALL PRINT



No one loves me.
Andrew Henderson
Falkland, Fife
I can't even imagine what that would be like. **Ed.**

I'm slightly rippled with a flat underside.
J J 'I Have A Flat Nose' Taylor
Hextable, Kent
I'm silky smooth with a textured toe. **Ed.**

What am I gonna do? My mum's confiscated my Speccy. Boo hoo.
Brian Hammond
Hamilton, Strathclyde
Crying won't help. Why not construct a new one out of egg boxes and milk cartons. Plug it in and you're well away. **Ed.**

Please could you mention that Tortured Turnip are the greatest band in the world cos I'm in them.
Leroy Bagwell
Newton Poppleford, Devon
What a completely crap name. **Ed.**

I didn't want to die with germs.
David Jenkins
Cardiff
Sometimes things just turn out that way. **Ed.**

I'm sorry, that's it. I've had enough.
Andrew 'Annoyed' Hansford
Halesowen, West Midlands
Ooh, who got out of bed on the wrong side this morning? **Ed.**

TRAINSPOTTERS



In issue 69 on the charts, *Slightly Magic* was given 94°. However, in issues 70 and 71 it was given 60°. Now if that isn't worth a Trainspotter, I don't know what is.

Marc Chum
Ryde, Isle Of Wight

How about a date with Iona Skye? I'd definitely give up a Trainspotter for one of those. (But she's Donovan's daughter, isn't she? Linda) So? Donovan was quite a man, and he had such a way with words. What a little pixie, eh? It's not surprising he's got such a rad daughter. However, a mistake on charts isn't really worth the bother of hassling Linda to send a Trainspotter out. She'll only scowl at me, and I don't like it when she does that. It scares me. Anyway, charts doesn't exist anymore. **Ed.**

KNOW IT ALL

I have an expertly trained eye and am demanding a Trainspotter for noticing a couple of mistakes in issue 71.

Okay, try getting out of these. Firstly, on the cover you had a list of games to be reviewed inside the mag which included *Thunderjaws*. Flicking through the mag there was no sign of this game.

Secondly, on the contents page it said that *Dizzy 5* was to be found on page 14 and page 18. It was on page 14 but page 18 was an ad. There was a similar mistake with the *Turtles* Megapreview. In the white box it said it was on page 36, but in the red box it said that it was on page 52.

Thirdly, one of the captions to *Pit Fighter* said that James was getting into his 'XR£i'. What's an XR£i, an improved version of an XR3i?

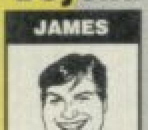
Andrew 'Mr Picky' Davidson
Grimsby, South Humberside

I hate people who think they know everything. Unless of course they do know everything, like me. Okay, there was no Thunderjaws cos it wasn't 'til after the cover had gone to the printers that I was told that the game doesn't actually exist as such. And the contents page was wrong cos we couldn't actually decide what pages we were going to put things on. So we left our options open. This mucked up the contents page a bit, but never mind eh? We've learned our lesson and never again will I allow it to happen again. Oh, and an XR£i is the same as a XR3i, except you hold the shift key down. **Ed.**

JIMMY'S SOCCER MANAGER

Beyond Belief/£3.99 cass

JAMES



How would you like to manage a top-notch, world class international football club? Yes? Well I've got bad news for you. You can't. But don't rush off into a corner and blub like a baby that's got the windypops, you can manage Kettering instead.

What is Kettering? Isn't it the sound of hail on a corrugated roof? Oh, it's a place in Northamptonshire. Well, some you win...

And that's what you've got to do in *Jimmy's Soccer Manager*. Win, that is. You've got a crowd of nobodies collectively known as Kettering FC and you've got to beat the entire five leagues. How? By skilful management and diplomacy, that's how. Oh, and by sacking the crap people and buying better ones.

After all, this is exactly like real life, isn't it. Just make sure your striker eats three Shredded Wheat and you can't go far wrong. I know cos I've seen this in an advert.



Get the gen on your team by selecting each player's info screen. You also get a high-quality passport-style photo.

It's a game of one half

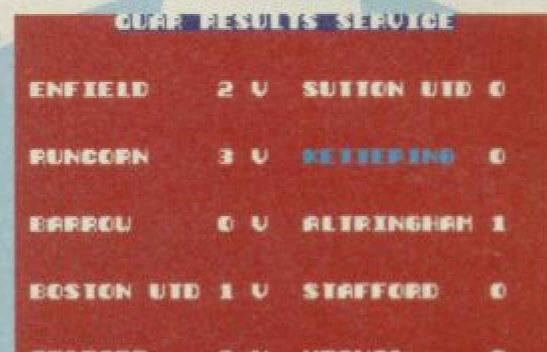
The first thing you see in *JSM* is the main menu. Here you select exactly what you want to do. You can look at your team, select and drop players, have a quick peep at the transfer market, pop into the bank or generally do anything that you think might come in handy. Oh, and you can also go to watch the match.

When you get to the football field you, er, don't see any of the action. Instead, you get a clock ticking away the minutes 'til the game ends. There's no half-time or anything. The guys play for a solid ninety minutes, so they're completely knackered by the end of it.

If you manage a goal, the name of the striker comes up, as does the time (in minutes) he scored. This is pretty useful for working out who the key players in your team are. When the enemy team scores, you don't get told anything about who scored it, or when. Ho hum. You probably didn't want to know anyway.

At the end of the game all the league results come up. You can call up the fifth division table too, the nattily-named Vauxhall Astra Open General Motors Conference League. You'll usually be pretty near the bottom cos you're so crap, but hang in there. You're bound to beat Yeovil or someone eventually!





What's this? The Crap Results Service?

The good news is that *Jimmy's Soccer Manager* is a darn sight faster than most management sims. There are a few long tea-breaks while the computer has a little think, but it's no worse than other games. The control system is pretty straightforward and you don't need to memorise all the keys cos it tells you which ones to press.

Sadly, *Jimmy's Soccer Manager* isn't much cop. There aren't any on-screen moments of glory and the little graphic touches, like piccies of the players and the guy who rings you up, are nice but they're just not enough to make the game special.





Meet the gang cos the boys are here, the boys to, erm, entertain you.

Who's on the team?

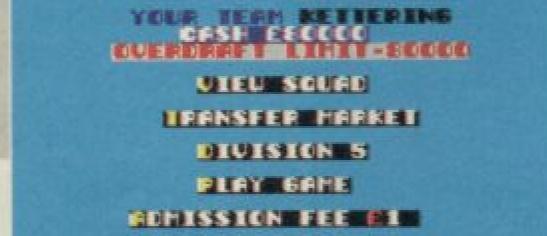
Your team is made up of loads of fictitious people, with one notable exception – the famous W Scribo. Nobel prize-winner, ace yachtsman, astronaut and Presidential candidate. Mr Scribo is certainly a football player of no distinction at all. So it's best to try and sell him at the first opportunity.

Occasionally the phone rings. You actually get to hear this, it warbles like a cat stuck in a cupboard. If you choose to answer the old dog and bone, you might be offered a pile of dosh for one of your star players. If it's W Scribo, take the money and run. Your players are all so appalling that you'll get about £2.50, at the most, a pair.

Jimmy's Soccer Manager falls down cos it's not that interactive. You don't seem to be able to train the guys, or swap their positions round on the field. Basically, you've got to wait 'til you've got the dosh to buy someone better. Most of the time you just watch all the match results and hope that Kettering get the odd win.

It's all a bit of a spectator-sport for me. I like a management sim as much as the next man (as long as he doesn't like them a great deal), but I like to be able to adjust lots of details and fiddle about with mine. *(Oo-er. Ed)* It's also a tad sad that you can't change the names of any of the teams or players. You're stuck with Kettering and W Scribo, I'm afraid.





Here you see the hub of an international footballing operation, I don't think.

I know it's Christmas and everything, when robins, mistletoe and stage-coaches traditionally go out into the streets and distribute goodwill, love and Masters Of The Universe battlecruisers to all the children singing in the snow-dusted market place. Still, it'd be more than my job's worth to give *JSM* 100% and a bag of nuts, humbugs and yule logs. Bah!



10 CHRISTMAS FOOTBALLING FACTS

- On the Outer Hebrides, the population traditionally play football with a stuffed turkey just before eating it.
- In 1915, the Germans and English in the First World War stopped fighting and played football together. It was a very moving moment, especially seeing as we won 4-2.
- Paul McCartney wrote a song about it a couple of years later. It got to number one.
- The Football League don't play fixtures on Christmas Day cos it's usually too cold.
- The Pools Panel sit and pull crackers and drink pop and eat After Eights instead.
- Gary Lineker's name in Turkish means Gary Christmas. This is cos Lineker means Christmas in Turkish.
- In ancient times, Christmas was a time for people who were injured to play in friendlies against other hospitals.
- In really ancient times, neither Christmas nor football existed. This was before the Earth cooled.
- Football and Christmas aren't linked together at all really.
- And there's no number 10 fact.

They're all made up, anyway.

FINAL VERDICT

80 60 40 20

LIFE EXPECTANCY 45°

ADDICTIVENESS 43°

GRAPHICS 24°

INSTANT APPEAL 49°

DIAGNOSIS

I don't expect this will score in your goal. If it does, makes sure it's obeyed the off-side rule! *(Eh? Ed)*

51°

T'AI CHI TORTOISE

Zeppelin/£3.99 cass

REBECCA



A little bird (or should I say a little tortoise) has just told me all about this new and utterly brilliant game by our bestest friends, Zeppelin.

My little green Tortoise-type chum sure is the main man in this exciting game, and a devil of a good job he does too. This little hero is the cutest thing since Freddie Savage and he's here to save the cheese population. No, I'm not going crazy and yes I did say the cheese population. Are you sitting comfortably? Then I'll begin.

Right, firstly let me make it quite clear - we're not talking about the Teenage Mutant Hero Turtles here because they're probably in the Bahamas for a week getting a nice shell tan. This turtle isn't a turtle at all. He's, wait for it... T'ai Chi Tortoise. Hurrah!

The sad thing is, there's an evil little rat mixed up in all this as well. He's a real mean looking dude called Vincent Ratatouille, and his plan is to capture all of the world's tasty cheeses. So what? Well once he collects all of the cheeses in the whole universe he can rule the world. There'll be no more cheesey pizzas or anything. What will the Turtles do when they return from their summer vacation to be greeted by bowls of lettuce leaves instead of take-awaypizza?



This is where our faithful green friend comes in, TCT has to go down into the sewers where that nasty geezer Vince lives. Gulp! He's got to find all the stolen cheese and get that darned rat as well. Only then can he save the world and prove what a nice chap he is.

Let's face it, this tortoise isn't the hardest of people, but he's brave and uses his limited skills to defeat the many nasty looking bugs and round headed creatures that lurk in the dark depths of the sewers. Or will he? I reckon he looks a little bit too innocent to kill anyone. Time will tell, as my Great Auntie Hilda says.



Crivens! There's three crazed asterisks after the T'Chai. Not to mention a fern and an umbrella monster!



That's the hero tortoise down at the bottom of the screen, dressed in a lovely shade of green. Above him are a googlemonster and, to the right a gate from which a horse has just bolted... honest!

Not only are there mean looking looking bugs flying around, there are also some not-very-friendly-looking tortoise electrocuters to add to the excitement. If you actually survive the sewers and the meanies lurking in them, you get a chance to meet the evil cheese fiend himself. You can then try to grab all of the yummy cheeses with one tortoisey hand and duff him up with the other.

The graphics look a bit home-made to me. But the game isn't made any worse for this. It's all a wee bit crap and very sweet. Who needs big racing-car sprites and stuff? (That's what I say).

The game is also pretty large. I got bogged down in it, so I think it's a bit too tough. Some of the puzzles will annoy you, and it's a bit daunting to think that there are loads of places you haven't even got to yet. Yes, it's a bit tough indeed.

If you can't get past a screen, it's rather depressing to sit there and wonder why not. For some of these puzzles you'll need you to have collected stuff from a few screens ago. Too confusing for me, I'm afraid. But luckily there are also some extra fun little bits to make the game that more exciting. There's some ladder climbing, some swimming and lots of jumping around. You can even take a quick peep at the moon and see if it's really made of inter-galactic cheese after all. What fun! (*For you, maybe. Ed*)

So, *T'ai Chi Tortoise* is, in my opinion, pretty superbalicious. In fact it's so good that it's almost a Megagame. Play it, have fun and remember, the future of cheese is in your hands, so grab your shell and get out there!

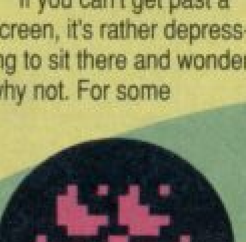


Just one small platform from death and only three Marmite sandwiches left. Banzai!



Consulting his Ordnance Survey LandRanger Map No.341, Torty decides that he took a wrong turn at the Yucka plant and consults an unhappy looking piece of Edam cheese about life, the universe and Brillo pads.





FINAL VERDICT

LIFE EXPECTANCY	85°	ADDICTIVENESS	86°
GRAPHICS	88°	INSTANT APPEAL	90°

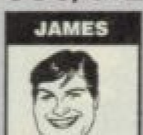
DIAGNOSIS

Play this game and feel strangely protective towards cheese for the rest of your life

80°

AVALANCHE

CCS/£12.95 cass/£14.95 disk


JAMES

Hmm. *Avalanche*. Sounds like this game should be set in Switzerland or somewhere, doesn't it? Fine, but there's one small problem with this – Switzerland doesn't have wars. They're famous for never, ever having wars, or even noisy arguments for that matter.

I'll put you out of your misery. Avalanche is the name of a World War II operation by the Allies (that's us) to get the Germans (that's the Germans) out of Italy.



Oo-er. The fighting around Pisa is causing it to lean even more. It's going to fall! Aah, run away!



It's more fun when everybody joins in. Here's a merry party in full swing!

The game starts with the Salerno landings in 1943. Basically, thousands of Allies appeared on the beaches and fought their way towards Rome. So the game ends with either the capture of Rome by your bods or the real end of the war in 1945.

You take turns with either a mate or the computer, and the idea is to plan what you want to do with your troops while he's moving his, then move yours while he's planning. Easy peasy, eh? Well, shifting divisions of tanks around *is* pretty easy actually. All you need to do is select your troops using the flashing cursor, then move them to the correct area. They remember where they're going, even if it takes more than one turn, so it's all pretty quick.

Is it like any other wargame?

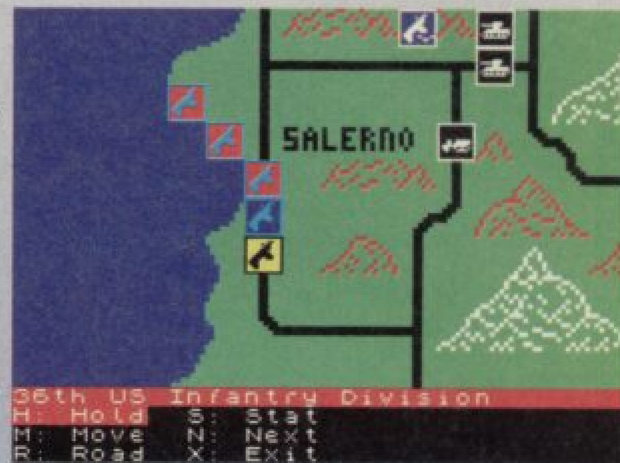
Funny you should say that, because it's a fair bit like *Battle Of The Bulge*, which was also by CCS. In fact, it's the same game system, so it looks very similar apart from the fact that it's got different place names.

But this isn't really important, because the whole strategy of *Avalanche* is different from any other CCS game. It's set on a peninsula somewhere in Italy so there's loads of water around. This means that you can't run away from the enemy in any direction, unless you actually want your divisions to perish in the Mediterranean. So it's all down to strategy and tactics.

Y'see, the whole thing's got immense historical relevance. The real event happened pretty much as it does in this game, although you've got the option to muck around with some of the historical facts. For example, you can have the Italians on either your side or with the enemy (whether you're playing the Allies or Germany). Given their military record, it makes more sense to have them on the opposing side. Hem hem.

Sound and graphics alright, are they?

Compared to many games of this ilk, they most certainly are. The whole game is played on one map which scrolls at just the right speed in four directions. There are mountains, roads, towns, ports and airfields all over the place. There's also



The great thing about big armies is they can move wherever they want. I mean, who's going to stop them?

loads of little troop, tank and half-track icons dotted about. Every time you have a go, the situation advances a week. So it takes about three weeks, or three turns, to cross from one side of Italy to the other. For a marching army, this sounds pretty reasonable.

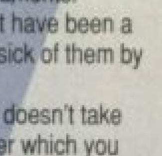


Whilst the graphics aren't bad, the sound is pretty poor. But what do you expect in a game like this? There are beeps to tell you if you've done something wrong, and explosions for heavy bombardments. Machine-gun sounds for big battles might have been a nice touch, but you'd probably get really sick of them by your fifth battle.

The actual game-play is a lot of fun. It doesn't take you long to amass some serious firepower which you can then chuck at the enemy. One thing that is rather annoying is that when units are in combat, the game doesn't tell you what damage they're doing to each other. You can click on any of your units afterwards to find out how strong they are, but in the heat of battle you can only sit there and grit your teeth.

All told, *Avalanche* is a pretty good wargame. I especially liked the speed of it all. There's no faffing around and as each turn only takes about two minutes, you can move swiftly on to the next bout of fighting. The two skill levels mean that you can win without the brain of a Montgomery or the moustache and stupid haircut of a Hitler.

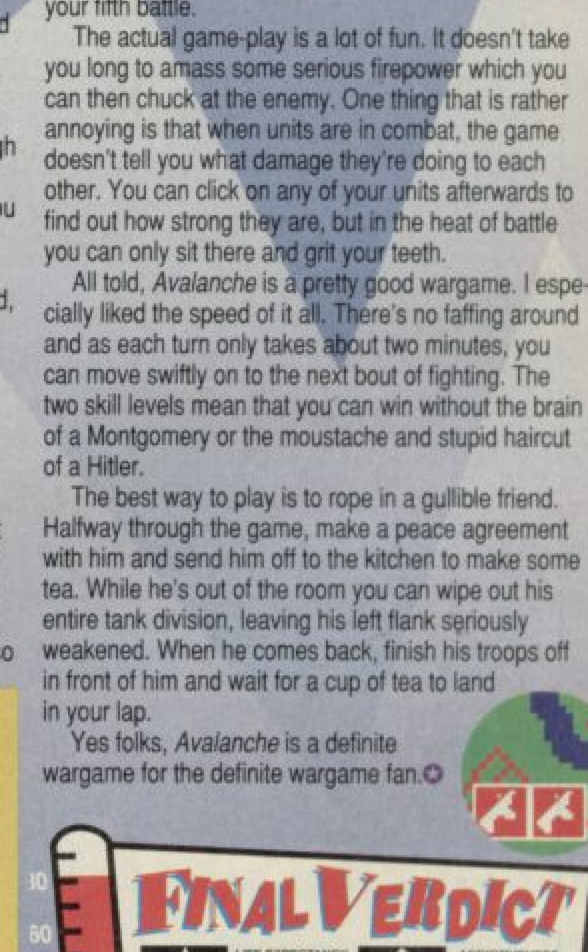
The best way to play is to rope in a gullible friend. Halfway through the game, make a peace agreement with him and send him off to the kitchen to make some tea. While he's out of the room you can wipe out his entire tank division, leaving his left flank seriously weakened. When he comes back, finish his troops off in front of him and wait for a cup of tea to land in your lap.



Yes folks, *Avalanche* is a definite wargame for the definite wargame fan.

10 FACTS ABOUT ITALY

1. It's filled with Romans and Italians.
2. It changes its Government about twice a week.
3. It's shaped like a sort of boot.
4. Whereas Sicily, at the 'toe', is shaped a little like a flattened kidney.
5. Italians are very shiny and shout and wave their arms a lot.
6. Iceland has had a traditional territorial dispute with Italy.
7. But they haven't gone to war.
8. Because they'll both lose. Y'see, both are a bit crap, militarily speaking.
9. In fact Italy's a bit crap.
10. Except for Linda's mum, who's Italian and not crap at all.

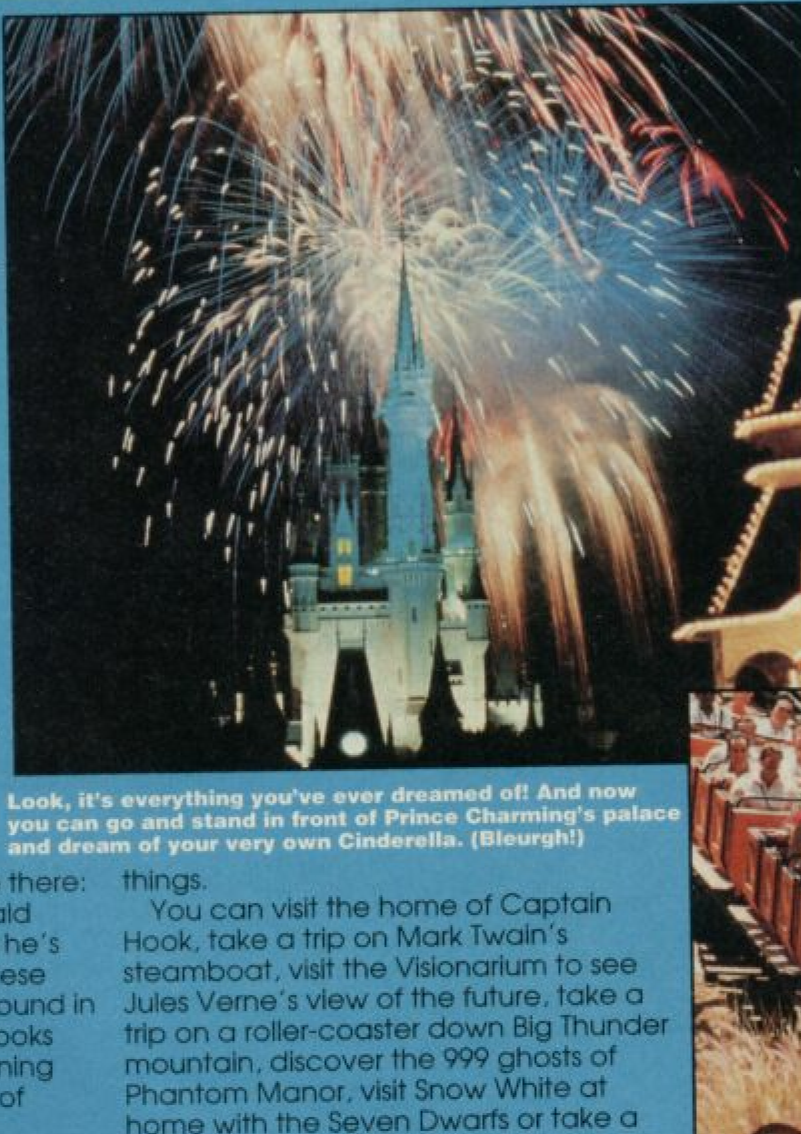


WIN WIN WIN!

A chance to fly to Paris and be one of the very first people to sample the delights of EuroDisney!

Picture the scene. You get on the train to London, hop in a cab to Heathrow airport and then check onto the next flight to Paris. Touching down at Charles De Gaulle airport, you take the TGV train to a whopping great chunk of America about 30 miles east of Paris.

By April, the massive EuroDisney amusement park (which is about a quarter of the size of Paris itself) will be fully operational and crammed to the rafters with punters, sampling new and modern ways of parking their lunch. Thanks to US Gold you could be one of the first people to stroll around this fantasy land. Y'see, to celebrate the impending release of *G-Loc* (Gravity-Loss of Consciousness), US Gold would like a *YS* reader to come as close as possible to loosing consciousness due to gravity on one of the stomach churning rides.



Look, it's everything you've ever dreamed of! And now you can go and stand in front of Prince Charming's palace and dream of your very own Cinderella. (Bleurgh!)

All the Disney characters will be there: Mickey, Goofy, Snow White, Donald Duck and Pluto – but no Walt cos he's been dead for about 25 years. These Disney favourites will be milling around in front of the magic castle, which looks spookily like the one at the beginning and end of The Wonderful World of Disney programmes.

When you wish upon a star!

The clever chaps and chapesses who have designed this European pleasure park, have taken the best bits of the two Disney parks in America and added loads of new rides. This is just as well really cos there's over 5000 acres of land to fill with groovy recreational-type things.

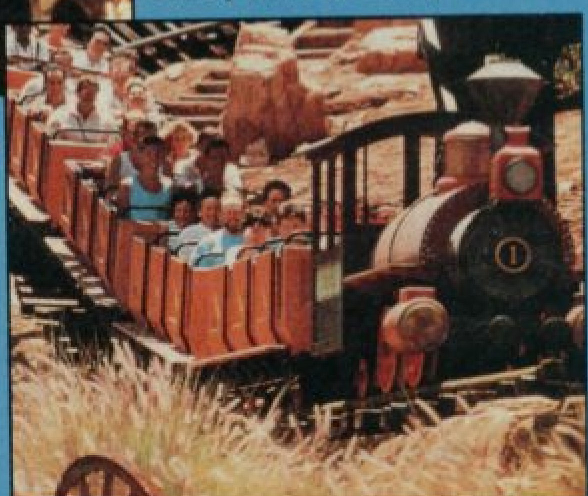
You can visit the home of Captain Hook, take a trip on Mark Twain's steamboat, visit the Visionarium to see Jules Verne's view of the future, take a trip on a roller-coaster down Big Thunder mountain, discover the 999 ghosts of Phantom Manor, visit Snow White at home with the Seven Dwarfs or take a trip down Space Mountain.

While you're busy doing this, all your favourite Disney characters will be strolling around the streets of EuroDisney. There they'll be – smiling, waving, being cheerful, shaking hands with people, having their photos taken and never going to the toilet.

Let's go fly a kite!

Right, so you want to go to EuroDisney do you? All you've got to do, is answer three easy-peezy questions which follow this wibble, bung your answers down on the coupon, stick it on the back of a postcard and send the whole lot off to *Em Eye See Kay Ee Why, Em Oh You Ess Eeeee* compo, *YS* compos, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW.

Quessy A: What does the acronym (look it up!) *G-Loc* stand for?
Quessy B: What's the name of Mickey Mouse's dog?
Quessy C: Which opened first, Disney Land or Disney World?



Hold on to your hats! We're off to the Wild West, home of Big Thunder Mountain. Hurrah!

I went on a roller-coaster last night when I was feeling blue and I'd really like to do it again. So here's my whizzy round-and-round-and-up-and-down answers...

A .... B .... C ....

My name is ....

My address is ....

....

....

.... Postcode ....

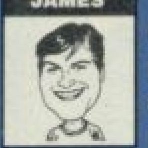
RULES

* Increasingly Christmassy dudes and dudettes who work for Future can't enter this compo. If they want to go on a thrilling ride they can just pop around to Andy O and he'll take them round the block on his Crapcycle. US Gold peeps are excluded too, because they're all far too silly already.
* The Judge (as in, me, the Ed) can't be argued with, no matter how many grovelling letters or gifts I receive. Although they'll be gratefully accepted cos my desk is looking a bit on the bare side.
* Your entries should reach us by the 15th of January, so we can pick a winner and get the tickets and things sorted out. However it should be pointed out that EuroDisney doesn't open until April, so if you win, don't go getting all excited about it just yet.

TITANIC BLINKY

Zeppelin/£3.99 cass

JAMES



1912 was a pretty bad year for ocean travel. Loads of rich people set sail for America, and, spookily enough, they never actually got there. Mister Iceberg got in the way.

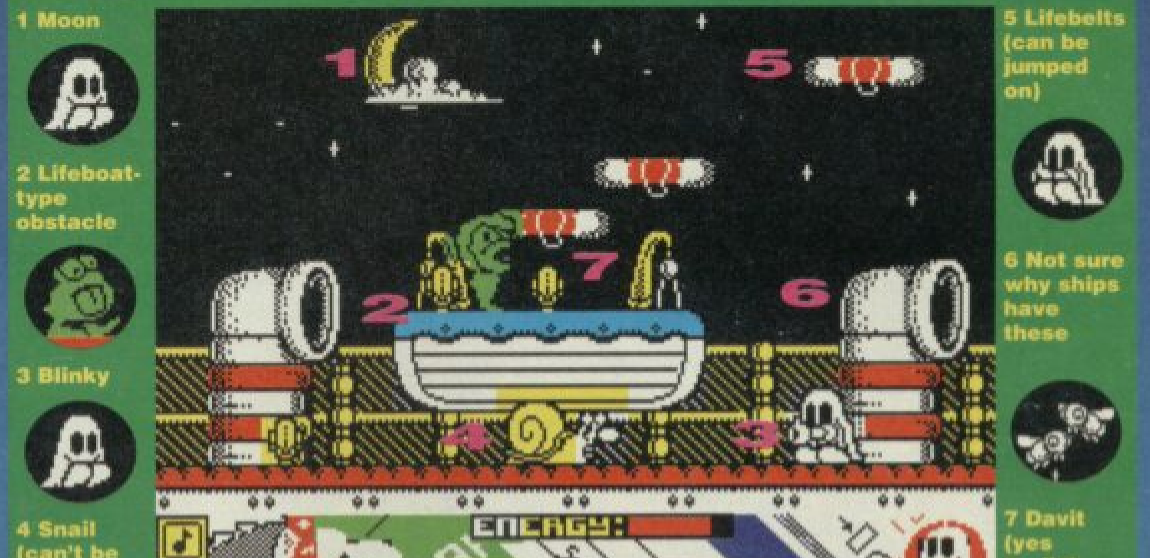
Up until now, people have left the grand ocean liner pretty much alone (except for those guys who went to visit it in a weird little diving bell), but Zeppelin have decided it's the place to set a ghostly platform game.

Which brings us fairly neatly to Blinky. He's a troubleshooting, nice sort of ghost who, instead of haunting people and being really scary, helps those who ask him nicely enough. And Mr Arthur J Hackensack is asking nicely enough.

Which brings us fairly neatly to Arthur J Hackensack. He is an incredibly rich old guy who's had a burning desire to raise the Titanic. Now he's managed to get the money and the heavy lifting equipment to do it, so up it comes. However he's forgotten something pretty important.

Ghosts. Hideous, terrifying ghosts. Of course, there are bound to be loads of spectres wandering its flooded decks. When Arthur J Hackensack realised this, he got on the phone to Blinky.

Which brings us rather raggedly to you. You have to guide Blinky all over the ship, eradicating the ghosts and making the place fit for human habitation once again. It's a tough job, you can bet your bottom dollar on that, cos the ship's pretty darn big.





I can't recall the Titanic having anything like this on it when it was built. Er, what is it?



Are there Creepy Crawlies too?

Oh absolutely. As you can imagine, if you leave a large ship at the bottom of the sea for 80 years, a lot of slimey, smelly fishy things are going to move in and make it their home. Snails (special underwater ones, presumably), flapping fish and sea birds (above the waterline) have all taken up residence.

So what we've got here is a large platform game with loads of monsters and places to explore. What you have to do is collect notes. You drop these into the funnel, and when you've got enough you can get diving apparatus to explore the underwater levels.

Fine, but the question on everybody's lips is "What happened to Lord Lucan?" (*No it isn't, it's "Is* Titanic Blinky *any good?" Ed*) Oh yes, that's right.

Is Titanic Blinky any good?

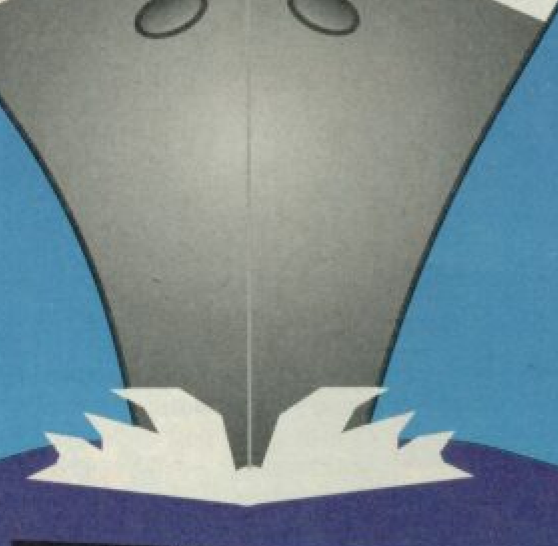
Well, the answer to that is yes, mon petit chickadees. Yes, it's pretty spanky, and here's why; the game is very quick, responsive and smooth. It's cram-jam packed with details; the backgrounds are filled with bits and bobs which, no doubt, were seen on the real Titanic, and all the creatures and stuff that you meet look pretty darn spiffy as well.

The only thing with *Titanic Blinky* is that it's pretty tough. He's a big sprite and there really isn't much space on the screen so you keep getting killed.

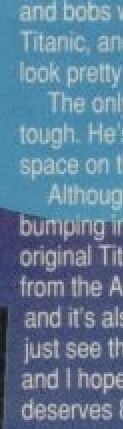
Although he's a big character and keeps on bumping into things, the collision detection, unlike the original Titanic, is very good. I'm glad it's not a *port* from the Amstrad, so I don't have that *sinking* feeling, and it's also big enough to play for ages. Here you can just see the *tip of the iceberg*. Yes, it's *cool and hard*, and I hope I'm not going *overboard* when I say it deserves 88°. Cos it does. Great gags, eh?

FIVE TITANIC FACTS

- The Titanic weighed 46,329 tonnes. That's the equivalent of over 50 million bags of sugar, more than could be put in all the cups of tea in Europe.
- The ship was said by its owners, White Star Line, to be unsinkable. So it didn't have enough lifeboats on board for all the passengers.
- So when it sank, only 700 people could be saved. 1500 went down to Davy Jones' Locker.
- On the sea bed, the liner is broken into two large and heavily damaged pieces, so *Titanic Blinky* is pretty inaccurate in this respect.
- The Titanic, despite its name, wasn't made of titanium. If it had been, perhaps the iceberg would have bounced off.



All hands on deck? But Blinky hasn't got any hands!



FINAL VERDICT

LIFE EXPECTANCY 89°	ADDICTIVENESS 83°
GRAPHICS 84°	INSTANT APPEAL 84°

DIAGNOSIS

If you don't get *Titanic Blinky* you'll be *all adrift* in the New Year.

SANTA'S XMAS CAPER

Zeppelin/ £3.99 cassette

LINDA



It's strange, it's true and it's an incey bit sad, but one of the things that I associate Christmas with is crapness. Like those awful shops that only appear at the end of November. You know, the ones that sell 57 varieties of advent calendar, pencil boxes with teddy bears on them and those wooden rocking horses that fall apart the minute you put them on the tree. They're crap and I love them.

Zeppelins', rather pathetic, attempt to corner the Christmas market is quite similar to those shops. It's complete and utter drivel. *Santa's Xmas Caper* is just pure festive kitsch. *(Sorry? Ed)* It means pretentious, inferior or in bad taste. Now, my problem is that I'm quite fond of trashy things; plastic daisies, black china cats, religious pictures – I've got them all. So when I say that I quite like this game, don't for a minute think that it might be good. Cos it isn't. Have I made that clear enough? *(Yep. Ed)* Good.



Lapp by Lapp!

The plot sounds quite groovy and joyous. Read the inlay and you could be duped into believing that this is a fun, fun, fun game. Y'see, Santa's christmas pud has been spiked by those pesky pixies, so he has to go lie down in a darkened room for a bit. But what about all the children of the world? They'll be so upset if they wake up on Christmas morning to find their stockings empty. This is where you come in, for just one day you'll have to take over as that beloved and adored semi-mythical figure – old Mr Santa, himself. Doesn't that make you feel all warm and gooey inside? If it doesn't, then you're a heartless beastie and you don't deserve any presents.

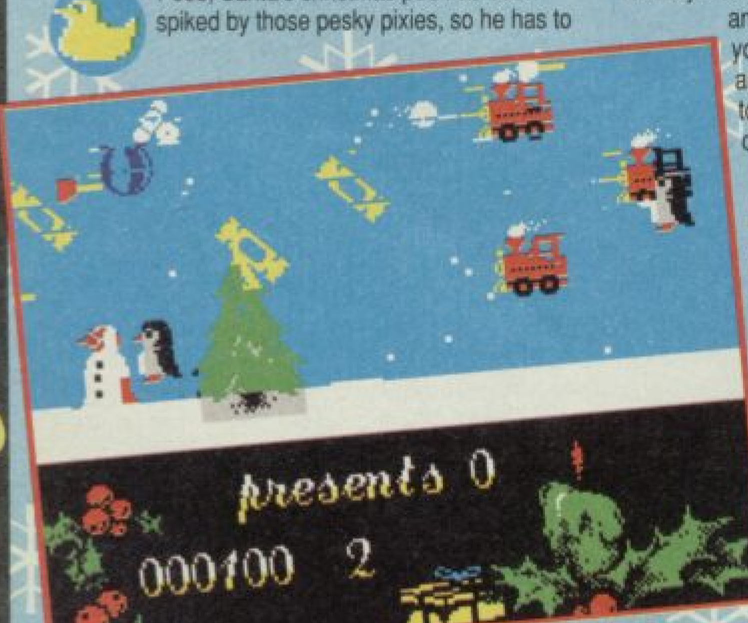




There are three levels to get through before you can go home, put your feet up and have a mince pie. First up is Lapland; home to Santa, a few Lapps, loads of reindeer, a few fish and not much else. You've got to pick up the sleigh and get all those lovely gifts delivered. But! Those pixies are still feeling a bit restless and they've amassed a stockpile of toy trains and trumpets to throw at you. Be ruthless with them and then make sure that all those American kids are kept happy. Whilst flying over the Atlantic you meet up with a few scientists who don't believe that Santa exists, they think you're some sort of alien, so you'll have to avoid their death-dealing rays. During these two levels you should collect all the little Santas and glasses of wine that fly past you. These are the presents and in the final level you have to drop them down various chimneys.



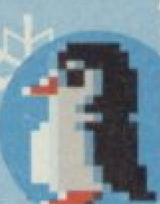
Okay kids, get a magnifying glass and take a look at the top left-hand corner. See that tiny black thing? Well, that's you. If I said it was crap, I'd be telling the truth.



Oh dear, you've just been blasted out of the sky by a snowball. Never mind, just quit and go and do something a little less mind-stretching. Like falling asleep, for example.

Plum duff

Now you know what it's all about, let's get in that sleigh and ride! This is where everything starts falling apart and you realise that, despite the jolly plot, you've just bought a bit of a duff game. Your sled is a tiny black thing with a reindeer attached to it which moves jerkily up and down across the screen. This sled is so much smaller than anything else on the screen that it's a blessing it's jet black – at least you can see it. Zeppelin seem to have completely ignored something called proportion, so the presents that the pixies throw at you are twice the size of your piddly sleigh. In fact, the whole thing looks like it's been made out of a load of old Christmas cards. It's also far too easy, I reached the end of Level Two on my first go. *(And you're really crap. Ed)* Exactly.







Santa's Xmas Caper has the same sort of appeal as Chas 'n' Dave's Christmas album. The first time you hear it, it's ridiculously crap in a naff 'n' nice sort of way. Then, when you've heard Roll Out The Barrel for the third time, you realise just how mind-numbingly daft it all is. This game's a bit like that

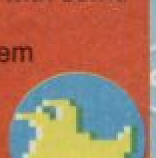


Festive, eh? It's a shame that it looks like a five pence Christmas card instead of one of those really expensive ones from Selfridges.

Make your own *Santa's Xmas Caper* screenshot



1. Get a piece of card and draw a horizontal line halfway across.
2. Colour the bottom half in white, and the top half blue with some white dots on it.
3. Cut out loads of pictures from old cards and stick them randomly on the card.
4. Draw a black dot and then another black dot with four legs. This is your sleigh.
5. Well done. Give yourself a pat on the back and a slice of turkey.



FINAL VERDICT

LIFE EXPECTANCY 15°	ADDICTIVENESS 5°
GRAPHICS 9°	INSTANT APPEAL 16°

80 60 40 20

DIAGNOSIS

Imagine a class of infants making a Christmassy computer game and you'll have a good idea of what this is like.

14°



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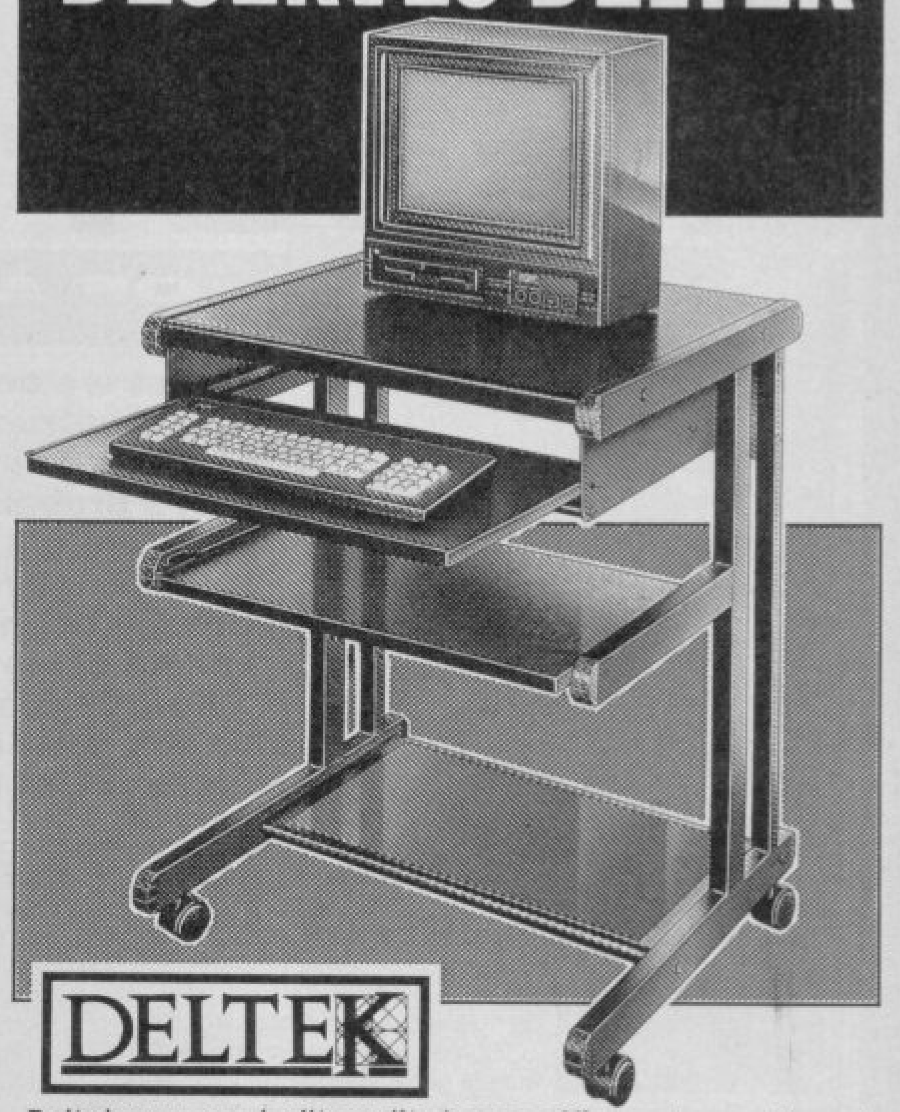
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THE YS TOP 100 SPECCY GAMES OF ALL TIME (EVER!)



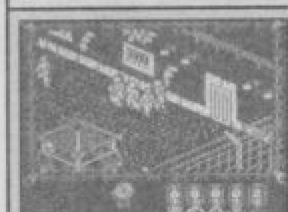
At last we come to the penultimate chunk of the Best 100 Spectrum Games Of All Time. Blimey, it doesn't seem like nine months since we started. Then again, that's probably because it isn't. Next month we'll have the big number one for you. Then, I'm afraid I'll have to leave all you Spec-chums behind. Unless of course I can persuade that rad and wicked Ed to let me do some more writing. *(You'll have to flatter me a bit more than that. Ed)* Anyway, tune in next month for Mr Biggie. Yep, it's the most amazing Speccy game of all time – only in *Your Sinclair*.



24. STARSTRIKE II (Realtime)

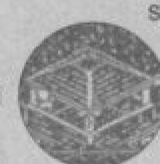
Realtime made a name for themselves in the Speccy world with *Starstrike*, their excellent clone of the arcade game *Star Wars*. This sequel was so good that it improved on even the coin-op. Honest. The fast-moving solid 3D graphics are, with the possible exception of the Freescape games, still the most impressive the machine's ever boasted, and the game itself took *Star Wars* a step further and added a non-intrusive strategy element to the space blasting. Stunningly impressive, stunningly atmospheric, just generally stunning.





23. THE GREAT ESCAPE (Ocean)

And while we're on the subject of atmosphere, we'd better say a word or two about *The Great Escape*. Much-feted programming team Denton Designs had their finest moment with this mostly black-and-white Colditz-style arcade adventure. It captured the prisoner-of-war camp feel perfectly with the aid of an innovative design. The automatic ability to wander around the camp simply obeying the rules and touching the controls only when you wanted to do something naughty was a stroke of genius. Even your score was calcluated in medals! If your dad thinks computer games are a waste of time, show him this.

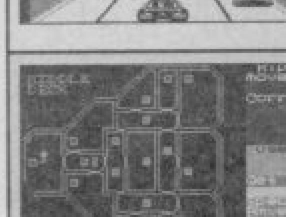




22. CHASE HQ (Ocean)

After you've shown your Amiga and ST-owning chums *Tetris*, why not really sicken them by loading up this superlative driving game? They'll be instantly converted to the Speccy gospel. Amazingly fast and incredibly well programmed, *Chase HQ* turned a mediocre arcade game into a Speccy classic. Even the title sequence was bursting with character, and indicative of the kind of loving care that so few people bother to put into Spectrum games any more. Only *WEC Le Mans* comes anywhere close to this for car-driving thrills. The added plot gives *Chase HQ* an element of compulsion which lifts it into the realms of the really special. A treat.





21. ALIEN (Argus)

Your Speccy might have done a lot of things in its time, but has it ever scared you? (Explosions don't count.) If not, you've obviously never played *Alien*. On the Spec, *Alien* was a tension-filled strategy game where you controlled the entire crew of the Nostromo in an attempt to blow the evil beastie up and escape to safety. Just like in the film, the alien was wont to appear without warning from air vents and munch a member of your team in seconds. The game was so taut that when you did stumble across the old ET, even the neighbours could hear you scream.

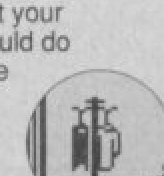


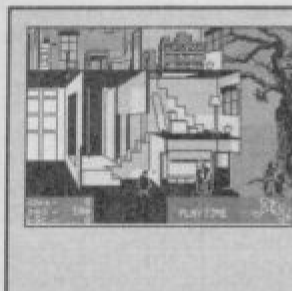


20. SPY vs SPY (Beyond)

This must surely be the game which has ruined more beautiful friendships than any other. *Spy Vs Spy* is, in its own right, a supremely entertaining, funny and playable game. But take on the two-player mode and you'd better be prepared to experience bitter rivalry, ecstatic triumph and crushing despair, all within the first 90 seconds. The traps which the witless Black Spy and White Spy incessantly blundered into were alternately hilarious or teeth-grindingly infuriating, depending which side you were on. The split-screen display meant you had no excuse for not spotting what your opponent was up to. All you could do was get back up and perpetrate some of the same slapstick violence in return.

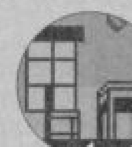
If both of you somehow forgot what the actual point of the game was in all the excitement, well, so what? Get *Spy Vs Spy* and electrocute a close friend today. They'll thank you for it later.

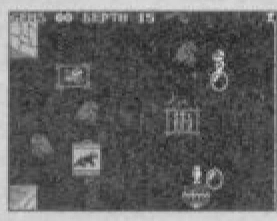




19. BACK TO SKOOL (Microsphere)

Or the game that brought teenage romance back to the Spectrum. In the sequel to the brilliant *Skool Daze*, Microsphere added a school full of girls to the original formula of sneaky backhanded japery and unusual escapades with amphibians. This was obviously a good thing. They ended up with a game which provided many a Speccy owner with some of the happiest days of their lives. The wonderful atmosphere in *Skool Daze* was just part of a recipe which also included incredibly devious puzzles, a whole cast of genuine characters and superb graphics. Add a combination of platform dexterity with beat-'em-up violence and strategic planning for a game with a feel of completeness that's never really been bettered. *(But Stuart, you say that about everything. Ed)*

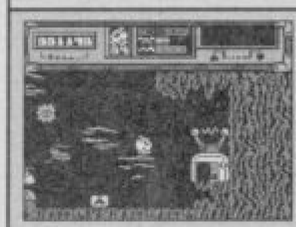




18. UNDERWURLDE (Ultimate)

'Boing! Time for bed, everyone', said Zebedee once, and *Underwurlde* fans knew exactly what he meant. Ultimate's brilliant platform arcade adventure had only one real difference from the thousands which the Speccy's played host to. The nasties didn't kill you, they bounced you around the screen in an attempt (usually successful) to send you plunging to your death down a mineshaft. The stratospheric level of frustration made this at the same time the most-loved and the most-hated computer game of its day. If you play it now, you'll see why. Devilish.

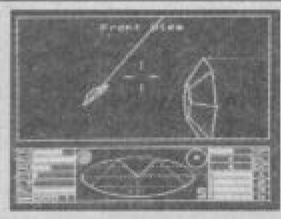




17. STARQUAKE (Bubble Bus)

And speaking of Ultimate... Programmer Steven Crow was never strong on originality, his games had a habit of looking very much like 'tributes' to earlier Ultimate classics. Nevertheless, his knack for writing superb software was undisputed. This hybrid of *Underwurlde* and *Atic Atac* was fast and frantic, with a target which was difficult but attainable. Brimming with playability and addictiveness (thanks largely to the attributes previously mentioned), *Starquake* was Steve's finest hour. To this day many people maintain that it's the Speccy arcade game's finest hour too. A classic in the truest sense of the word.

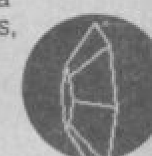




16. ELITE (Firebird)

Were you deadly? The all-time classic space trading and blasting epic, *Elite* combined Star Trek with Minder (that's what it boils down to) in a game for which the word 'legendary' seems like a severe understatement.

Deeper than space itself, *Elite* created such a believable world that players immersed themselves in it totally, and the sneering ranking system ('What do you mean, I'm 'Harmless'?') added a compulsion to progress that was, well, incredibly compulsive. It was big, it was hard, and it was clever. That's good enough for me, matey.



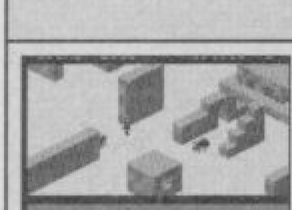


15. LORDS OF MIDNIGHT (Beyond)

In the days of 48K, software houses would often make a big issue of the number of screens contained in their latest game. Companies boasted of games with 20, then 50, then 100, then 250 levels, but *Beyond* stunned everyone. Not surprising really cos there were no less than 32,000 accurately-mapped views in this complex and wonderful strategy wargame. For the first time you really got the feel of being lost in a huge land in another world.

This overwhelming sense of atmosphere was pretty spooky and it went a long way to ensuring that *Lords Of Midnight* was a colossal and deserved success.





14. ANT ATTACK (Quicksilva)

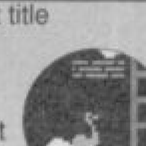
There's a strong case for calling this the most beautiful game ever to grace the Speccy. *(Of course, they haven't made an EMF game yet. Ed)* The graphics were made up of simple blocks and the characters were just fairly unremarkable stick men and women. But the stunning architecture of Antescher, the lost city inhabited by huge ants that the player had to rescue their girl/boyfriend from (no sexism here), was quite startling. 'Atmospheric' is a much-overused term, especially in these Top 100 articles, ahem. But if ever a game deserved the accolade, it's this one. Completely unique and utterly wonderful, *Ant Attack* was one of those games that took the Spectrum a step further than it had ever been before.

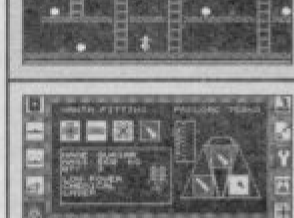




13. CHUCKIE EGG (A&F)

Very probably the most-played computer game the world's ever seen, if you don't count Super Mario Brothers as a computer game, that is. *Chuckie Egg* was converted for just about every machine under the sun, but the Speccy incarnation was the original and best. A straightforward platform game with the emphasis on speed and playability, *Chuckie Egg* rose above its daft title and total lack of promotion to become the longest-running chart smash until *Robocop*, some six years later. If you want to see how thought and care can transform the most basic concept into a classic, take a look at this.

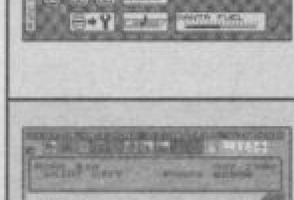




12. CARRIER COMMAND (Rainbird)

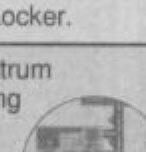
Now this... this is just silly. For Rainbird to even consider for a second that this stunning 16-bit epic would ever make a Speccy game was quite obviously self-delusion of the second highest order. Luckily, like the bumble bee which can only fly because it doesn't know that the laws of aerodynamics forbid it, they went ahead and, in the process, brought one of the most engrossing games ever to the Spectrum in all it's glory. Absolutely nothing from the original version was left out, leaving this monster of sea-going strategy and shoot-'em-up action as the most atmospheric and endlessly playable warfare experience ever seen this side of Davy Jones' Locker.

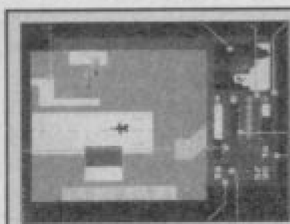




11. SIM CITY (Infogrames)

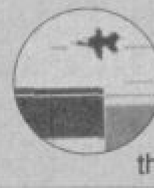
Now this... this is just silly. For Infogrames to even consider for a second that this stunning 16-bit epic would ever make a Speccy game was quite obviously self-delusion of the very highest order. Luckily, like the bumble bee which can only fly because it doesn't know that the laws of aerodynamics forbid it, they went ahead and did it anyway. In the process they brought one of the most compulsive games to the Spectrum in all it's glory. Absolutely nothing from the original version was left out, leaving this monster of municipal planning and political manoeuvering the most compelling strategic experience that anyone ever lost a night's sleep over.

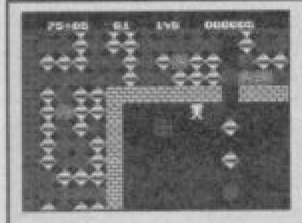




10. TLL (Vortex)

For me, *Tornado Low Level* (to give it its Sunday name) still represents the most astonishing technical achievement on the Spectrum ever. Solid 3D full-colour graphics, scrolling smoothly and swiftly in eight directions, stunned everyone. Testing gameplay and perfect playability made it a game worth having in its own right over and above the sheer 'Gosh, wow'-ness of it all. If some incompetent tells you your Spec can't handle more than two colours at a time, even in some poxy 2D arcade shoot-'em-up conversion, show 'em this and watch them die of shame.

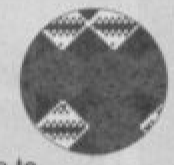


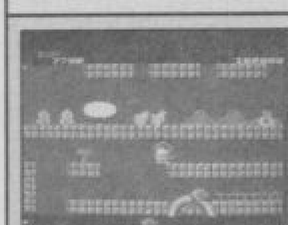


9. BOULDER DASH (First Star/Front Runner)

Yes, Spec-chums, physics can be fun! Well, it can as long as you're playing *Boulder Dash*. The classic underground diamond-collecting epic relied heavily on calculating the effects of gravity on piles of dangerous boulders.

Fiendishly-designed levels and extra baddies complicated matters to a horrendous level. While based on existing concepts, *Boulder Dash* transcended its roots and turned out to be one of the most original games in years. That it's one of that select group to be converted from the Speccy to the Game Boy proves the broadness of its appeal.

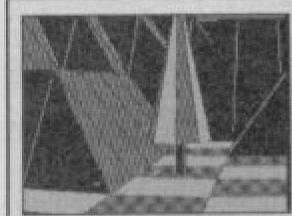




8. RAINBOW ISLANDS (Ocean)

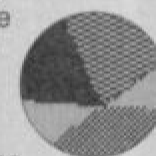
For many (me included), this is the best 16-bit game of all-time. The adorable graphics, lovably naff music (a pocket-calculator version of Somewhere Over The Rainbow), instinctive gameplay and a level of hidden depth that would shame the Pacific Ocean make it all but the perfect arcade game. Unfortunately, on the Speccy the graphics become just a little bit too indistinct for comfort on the later levels, making it a real bitch to complete in a slightly unfair kind of way, but that's its only flaw. If you've got keen eyes or a really good monitor, this is just about the only game you'll ever need.

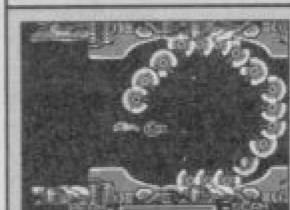




7. THE SENTINEL (Firebird)

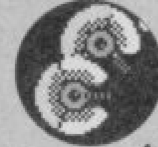
In direct contrast to *Rainbow Islands*, *The Sentinel* is a sombre, slow-moving game of mental exertion and tactical acumen as the player struggles to reach the top of a complex 3D landscape while avoiding the deadly gaze of old Sentinel and his evil minions. How did you manage it? By absorbing energy from trees and converting it into boulders to stand on and raise yourself ever higher until you could absorb the big guy himself and move on to the next of the 10,000 landscapes, of course. Twice as weird as it sounds and fifty times as much fun, this is a game no-one with a brain should be without.

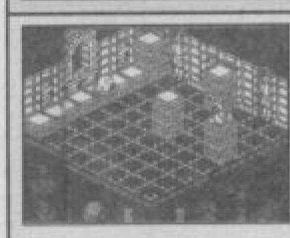




6. R-TYPE (Activision)

We're into the realm of the staggering now, and *R-Type* is a game which certainly fits that description. An impossible conversion, the programmers flicked two fingers at the world and produced a game with non-stop high-speed frenzied blasting, huge graphics exploding (literally) with colour, and a near-perfect replication of the arcade gameplay. The Speccy's finest shoot-'em-up by a mile, indeed almost certainly the best shoot-'em-up on any 8-bit machine ever. Every time I see this, I still refuse to believe it's possible. Amazing.





5. HEAD OVER HEELS (Imagine)

After *Knight Lore*, there were a hundred isometric 3D arcade adventure puzzle games, but this is undeniably the peak of the genre. It's quite possible that this game represents the peak of the game designer's art full stop, it was monstrously cute and gorgeous-looking. *Head Over Heels* toyed with the player's emotions as he struggled to join up the two independent heroes, only to have the joy of success cruelly shattered by another problem which could only be solved by splitting them up again. Mind-wrenchingly devious but always tantalisingly solvable, this is so addictive it hurts.

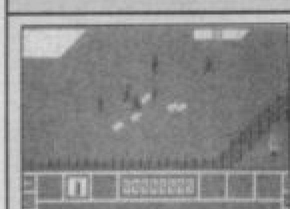




4. STOP THE EXPRESS (Sinclair)

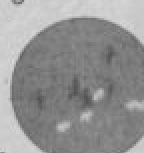
Is this the cutest Speccy game ever? I certainly think so. The Japanese influence of Oriental programmers Hudson Soft shone through like a beacon. Your gorgeous mop-headed hero swashbuckled his way across the roof of a speeding train, killing bad guys by throwing plucked birds at them! The graphics were impossibly bright and lovely and the gameplay hugely addictive. But the very best thing was the way that the demo mode consisted of a re-run of your last game in it's entirety. Pure arcade beauty.

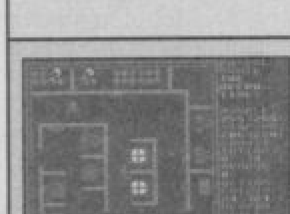




3. ALL OR NOTHING (Abbex)

Even if you are as old as me you probably won't have heard of this one. The crude graphics and mostly purple screen ensured that most gamers gave this a wide berth, which is a shame as it's an unrivalled classic in the espionage field. Sneaking around an enemy complex, letting off bombs to distract guard dogs, stealing stuff from dead guards' pockets, breaking into locked warehouses to steal important documents, bribing the enemy with money looted from their comrades' bodies, every devious and downright sneaky trick you ever wanted to try was catered for in this enormously entertaining piece of software. Too compelling for words and ever so naughty.





2. REBELSTAR (Firebird)

This one came a very close second, I can tell you. Before Julian Gollop's atmospheric epic, wargaming was a minority interest characterised by tedious number-crunching and amateur programming. Then came *Rebelstar* which turned it into an experience unrivalled for thrills by all but the most adrenalin-pumping blaster. The one or two-player battle for the rebel space-station was fast-moving and violent. But best of all, the incredible glow of satisfaction you got from beating the thing at the highest difficulty level was incomparable. And the price of this masterpiece? £1.99. The second best game in the world. Ever.



But what's at number 1? The best game in the world, of course.


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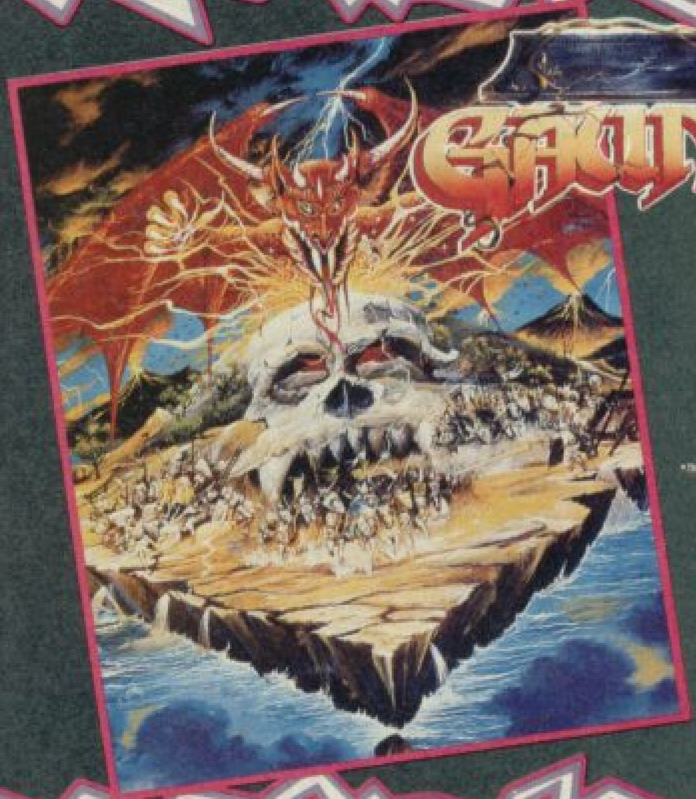
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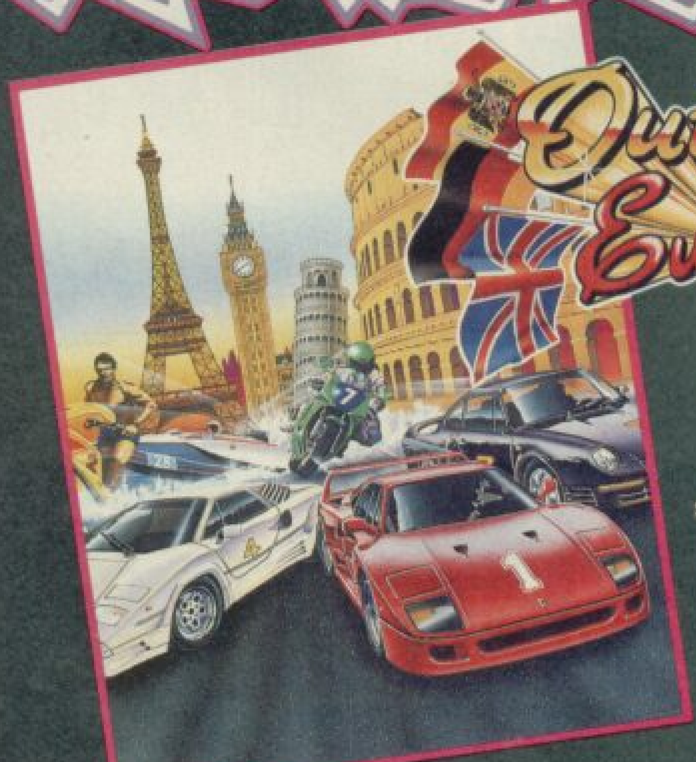
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Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.

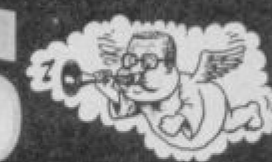


SPECTRUM





CHRISTMAS WITH THE PICOS





It was the night before Christmas and all through the house not a creature was stirring, not even a mouse...

Femto lay in bed, the chilly December moonlight reflecting off the snow onto his Artex'd ceiling. He'd spent the evening bouncing at the Neon Tepee in Penge, where the boisterous mega-stars had, in their enthusiasm, broken two of his toes and fractured his spine. So he was tired and in considerable pain.

But sleep wouldn't come and at midnight he'd grown tired of waiting for Santa Claus. He got up, scoffed the sherry, mince pies and After Eights he'd left by the chimney and went back to bed. One thing pleased him – he'd got away with not buying anyone any presents this year. That's at least £20 saved, he thought.



As he lay there, waiting for his bones to heal, his mind whirled with thoughts of Christmas. What strange delights would the morrow bring? He gradually fell asleep.

Before long he awoke to the sound of rattling chains. He strained to listen. No, it couldn't be! It was! Some bast was trying to nick his mountain bike! But no! The sound grew louder. Menace lay thick in the air. Femto clenched fists like small potting sheds under the duvet. Broken bones or no, his years of bouncing at the Neon Tepee had made him rock hard.



Yet his bowels soon turned to water. As he peeped over the Thundercats Lion-O duvet he saw a ghost. Worse! He saw two ghosts! They looked spookily (and we mean spookily) familiar. Before Femto could punch either of them, they spoke.

We are the ghosts of Christmas past. In particular, I am the ghost of Madame Pico. Your long lost mum or gran.
Yes, and I'm Bud, your DIY-fanatic ex-brother. We've come to find out why you haven't bought anyone presents this year.
Femto: *Er, well, all the people I know are so wealthy, they don't need presents. Let me see. There's Madonna, Michael Jackson, Bill Cosby, NKOTB. What could I buy them?*
Bud: *What about a comfy bra for Madonna, peanuts for Bubbles or clothes that fit for the New Kids? It wouldn't cost much. You could make them out of Rice Krispies boxes and the insides of Biros.*
Madame P: *Oh shut up, Bud. You're missing the point. Femto here is too mean and stingy to buy or make anyone presents. He's got loads of dosh. He lives in the swank part of London and he's a mean old skinflint. Ain't that right, Femmy-boy?*
Femto: *Go away. You've spoiled my Christmas. I've been working all night, chucking Guns 'n' Roses out of the club. I've got injuries that would put a battalion of Gurkhas out of action. Do you want to see...?*
Madame P: *No... no. I'd rather not. I've just had my dinner. (As I'm a ghost, it went straight through me). But all we're saying is, be generous and peaceful and you'll have a happy life. Come on Bud, we've got to help Santa make a sleigh. Have you got the Rice Krispies packets?*



And with that, the two ghosts faded from Femto's bedroom (right through his signed Terminator 2 poster). Femto collapsed back onto his Hero Turtles pillow. He felt drained. But he also felt annoyed. How dare his dead rellies appear and hassle him in his bed? Just then he heard another noise. It sounded hideously like a ... a ... foodmixer of some description. He sat up. In front of his bed was a ghostly Kenwood Chefette. It spoke.

Ken: *I am the ghost of a Christmas Present. You should have bought me for your boss at the Neon Tepee. You know how he's been hinting that a Kenwood mixer would dramatically improve the quality of the cocktails. But you were too mean to purchase me (even though I'm on special offer in Rumbelows, at £3 off).*
Femto: *Get out! Get out of my bedroom and take all your beastly attachments with you!*



Femto jumped out of bed, slid into his Battle Of The Planets slippers and tried to rugby-tackle the mixer. He went straight through it and smashed his head into the wardrobe door. The mixer had vanished.

Trying not to blub, Femto climbed back into bed. He felt terrible now. But as he pulled the duvet around his 7 foot, 26 stone frame, he heard a tumbling, crashing noise.

Three ghostly dwarves burst through the wall. As Femto looked more closely, he could see that they weren't exactly dwarves. And they looked horridly familiar.

Dwarf: *Hello Femto. We're the ghosts of Christmas Future. We're your as-yet unborn children, Noodo, Beedo and Fido. If you don't get generous pretty soon we're going to have a miserable time when we're growing up. And when you go out to the nightclub one evening we're going to trash this place. So there.*
Femto: *So you're me kids, eh? Who's, er, your mum?*
Beedo: *That'd be telling. But we'll give you a clue. It's Yvette Fielding.*
Femto: *Arrggghh! No! Anything but that! I'll be good! I'll be generous! Here, have £100 pounds each!*

The little Picos took the dosh and vanished through the wall again. Femto slumped. His Christmas, perhaps even the rest of his life had been ruined. And (burp!) he could feel the mince pies repeating.

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Hello again, it's everybody's favourite detective. Yep, that's right, Columbo. Only joking, fans – it's Spec Tec. I'm fully recovered after my 'rest' at the David Icke Home For The Bewildered and am fighting fit and for ready for action.

(Dodgy looking guy with crowbar walks past.)

Been on surveillance for the past couple a weeks. Sat in my Chevy all day long. I picked it up for a song from a friend of mine in the, er, second-hand car business. Change of plates, new paint job and nobody's any the wiser. Besides, it impresses the clients.

(He looks around suspiciously and slips into the building.)

Actually, it gets kinda tiresome. Day in, day out. Every minute seems like an hour. Every hour seems like a day. I can't stand it any more! I gotta get outta here.

(Re-appears again carrying a suitcase stuffed to overflowing with dollar bills.)

A DEATH IN THE FAMILY

I've just got a Spectrum +3 and some of my friends have told me they've stopped making them, others have told me that they haven't. Please could you tell me whether they have or not?

Darren Lambert
Ingleton, Lancs

Guess I'll have to break it to you, Daz. The Plus 3 is indeed as dead as a dormouse. Amstrad, who market the Spectrum, stopped making them earlier this year. **Ad.**

KIWI CONNECTION

I have recently bought *The New Zealand Story*. I typed in 'FLUFFY' (cheat mode) and I accidently pressed ENTER. I then skipped that level. Why is this?

A Appleton
Peterbourgh, Cambs

Er, that's what cheat modes are supposed to do: let you cheat 'n all. **Ad.**

LOGICAL PROCESS

I have recently purchased a copy of *Tasword +2* for my +2A Spectrum. Now all I need to turn my Speccy into a word processor is a printer. Is this true?

1. Are there any other bits I need, such as interfaces, Multifaces etc?
2. If I want to print screen shots will I need a Multiface?
3. What else can Multifaces do?
4. What printers do you recommend?

I will be grateful if you can help me. Thank you very much.

Tom Booroff
Ruislip, Middlesex

All you need to do to connect a printer to your Speccy is get hold of a cable. An Amstrad PL1 or similar cable will do the trick.

1. Apart from the cable, you don't need anything else.

2. No. A Multiface will allow you to 'grab' screens from the computer's memory and save them to tape. However to print them out you'll need to use a program especially for this.

3. Multifaces 'freeze' the operation of the computer. All activity is suspended and you can then play around with the computer's memory, altering the numbers and so playing around with the code. This is especially useful for 'poking' games. It gives you a free reign to search for the bits that control the number of lives, levels, etc. By changing these, you can cheat. Sneaky, eh?

The Multiface will also let you save the entire contents of the memory on to tape. This is great for helping you get through a game; once you've got past a difficult stage you can save it and,when you load it again, you'll be able to start from that same point.

4. There are many types of printer available, but the choice for someone on a reasonably low budget falls between either a 9-pin or 24-pin model. 9-pins are cheaper, but 24-pins have far better quality output. Shop around before you buy. **Ad.**

GOING PUBLIC

I saw your article in *Public Domain* and was interested in finding out whether there were any PD libraries about for the Spectrum.

Would you please give my fanzine a quick plug. It's called *Smash*, and contains POKEs, utilities, reviews, previews and an

THAT'LL FIX IT!

SPECIAL INVESTIGATION SOLVED

CHANGE TO DISK

Users of the Spectrum +3 who have *Tasword +3* on disk may be interested in the following piece of information.

To be able to load *Tasword +3* from the loader option on the opening menu, insert the working copy (not the original disk) and in +3 BASIC type in:

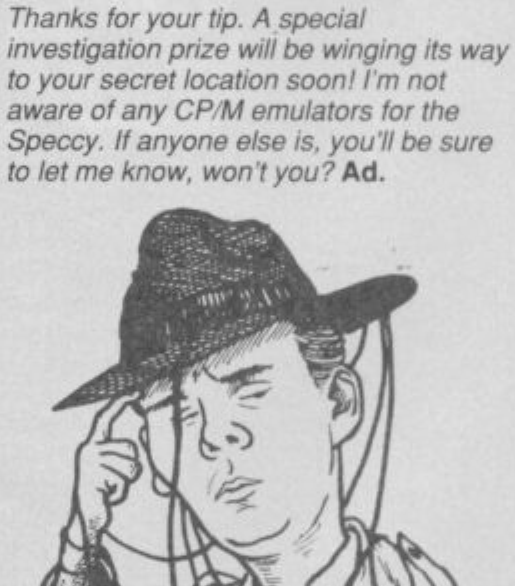
```
MOVE "RUN" to "DISC"
```

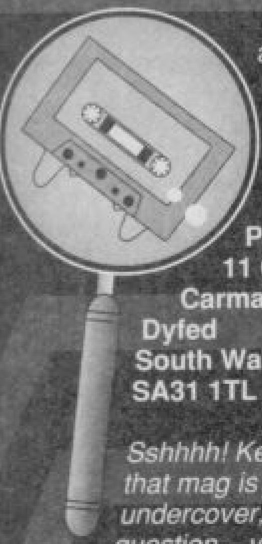
Press Enter. This renames the file "RUN" to "DISC". Whenever you want to load *Tasword* again, insert the working copy and press Enter. The computer looks for the filename 'Disc', loads and runs it, and loads the other *Tasword* files.

Also, I have a *dBASE II* program for the Amstrad 6128 which runs under CP/M. Is it possible to use this on the +3 with a suitable CP/M emulator?

P. Mayo
Somewhere in Europe

Thanks for your tip. A special investigation prize will be winging its way to your secret location soon! I'm not aware of any CP/M emulators for the Speccy. If anyone else is, you'll be sure to let me know, won't you? **Ad.**





adventure game. It's available bi-monthly at a price of £1.20 plus an sae. The first issue is available now.

Keep up the good work.

Paul Jones
11 Cae Celyn
Carmarthen
Dyfed
South Wales
SA31 1TL

Sshhhh! Keep it quiet, my work for that mag is just a ruse. I'm working undercover, see. To answer you question – yes, there are some PD libraries around for the Speccy. Check these out:

8-Bit Public Domain, 1 Northolme Close, Grays, Essex RM16 2NX

Garner Designs Publishing, 57 Lovers Walk, Dunstable, Bedfordshire LU5 4BG

Chezron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ

Give you a plug? Certainly not! What do you think this is, a charity or something? Get outta here. **Ad.**

PLOT UNCOVERED

Please help me! I am going insane because I can't find a certain ROM routine!

Y'see, I started programming in machine code early this year and I'm doing okay. But I could do better if I had the address for the plotting and drawing routines. Please print and answer my letter. If you don't I'll go utterly insane!

Chris O'Sullivan

Cool it Chris, don't lose it. I have the info you want:

The PLOT subroutine lies at address #22E5. Enter it with the Y co-ordinate in the B register and the X co-ordinate in the C register. The routine takes into account the OVER and INVERSE flags and will set the correct attribute colour to the pixel.

The DRAW subroutine is at #22BA. Enter it again with B as the X co-ordinate and C as the Y co-ordinate. It will draw a line from the last pixel plotted to the XY co-ordinates. It calls the plotting subroutine extensively, and so will set the correct attributes as it goes.

Another routine that you may find useful is that of the Pixel Address subroutine. It's entered again with the BC register pair containing the XY co-ordinates, and returns with the HL containing the address of the byte on screen, with A pointing to the pixel within the byte. Hope this sets you straight. **Ad.**



SPRITELY THINGS

Just a few questions, Sherlock.

1. Using machine code, how can I move a sprite (two characters square) from the top third of the screen to the middle third smoothly, without it going all crappy because of the weird way that the Speccy screen is organised?
2. What's the best way of printing a sprite (two by two characters) onto the screen in machine code?
3. Where can I get a good value assembler?
4. Is it possible to put DEFB and DBFM messages into machine code programs without using an assembler?
5. Why don't you ask Andy H for a couple more pages?

Matt Grub
Broadfield, Sussex

The Speccy's screen memory does appear to be organised in a rather weird way. It's split into three blocks, each 2K in size. Although this makes programming graphics routines a bit of a bind, it's nice and convenient for the display circuitry.

You need a routine to re-calculate the screen address of the sprite as it's printed. Here's one I made earlier. This will work with any sized sprite. The routine is entered with the sprite size in BC – B is how many characters wide the sprite is, C is how deep it is measured in pixels. The screen address in DE and the data address for the graphics in HL.



```
SPRITE: PUSH    BC
        PUSH    DE
        LD      B,0
        LDIR
        POP     DE
        POP     BC
        CALL    DOWN
        DJNZ    SPRITE
        RET
        DOWN:   INC     D
        LD      A,D
        AND     7
        RET     NZ
        LD      A,D
        SUB     8
        LD      D,A
        LD      A,E
        ADD     A,32
        LD      E,A
        RET     NC
        LD      A,D
        ADD     A,8
        LD      D,A
        RET
```

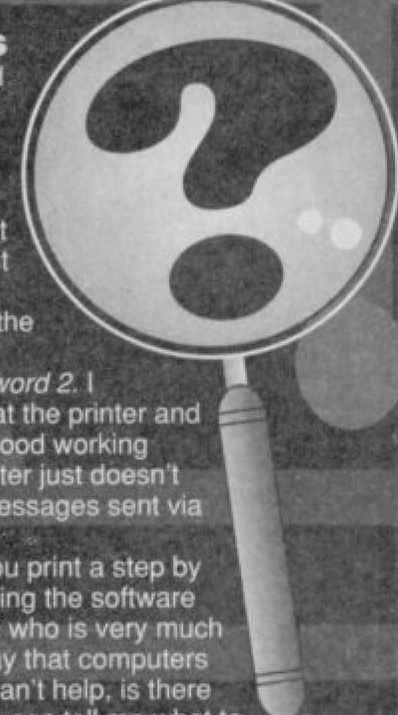
Assemblers are a bit thin on the ground nowadays. A few advertisers supply them through the On-Spec pages.

DEFB and DEFM aren't really instructions, but allow assemblers to put data into code. DEFB lets you put numbers in, DEFM allows text to be inserted. You can simply POKE these numbers into memory in much the same way as you'd POKE the machine code.

Me: "I want more pages?"

Andy: "What, you want to contribute further to the destruction of the rainforests?"

I think that's a no. Still, at least I tried. **Ad.**



PRINT BLUES

I recently received (as a present) the LC200 colour printer for my Spectrum +2. No matter what I try, it refuses to print out anything from software such as the *Mini Office* word processor or *Tasword 2*. I know for a fact that the printer and Spectrum are in good working order, but the printer just doesn't understand the messages sent via the +2.

Please could you print a step by step guide to making the software work for someone who is very much a novice in the way that computers work. And if you can't help, is there anybody else who can tell me what to do?

Alan Devey
Farnborough, Hants

I think the problem is this, Al. The software you're using is designed to work with a 48K Spectrum, and so won't print out on a 'proper' printer as it's designed for use with the ZX printer.

It's possible to make Tasword 2 *work on a +2 by entering a series of codes on the options menus. Check out issue 71 for all the details.* **Ad.**

SOUNDS BAD

I have upgraded to a +3 and the sound quality is really crap. Is it just my machine or is this a problem with the +3 models themselves? Is there anything I can do about it?

Kevin Thornbury
Lancaster, Lancs

Unfortunately it's a general problem with all +3s, and is due to a hardware fault with the design. I'm not sure if it affects all +3s though, it might be curable. I'd be interested to find out!



YOU KNOW WHERE TO FIND ME

I can't believe it! I've been given my cards! They sacked me. Apparently someone broke into the safe and got away with 10,000 bucks. Jeez!

Can't see how they did it. Must be a clever customer. And me, being there all that time. Didn't let up my guard for a minute. Must've tunnelled in or summat.

Still, no use cryin' over spilt bourbon. But it mean's I got, how do you put it, a cash flow problem. How can I make some extra dough to tide me over, I wonder?

I have it! Keep those letters floodin' in. I get paid by the sack-load, so get writing. I'll be back on my feet in no time. The address to send all your mail is: **Adam Waring, Spec Tec, 30 Monmouth Street, Bath BA1 2BW.**



And hurry up about it! It'll be Christmas soon, and I rather fancy getting out of the city and spending it in a hideaway in the mountains. ('Specially as I haven't paid 'Mr Big' any rent on my office in the last three months!)

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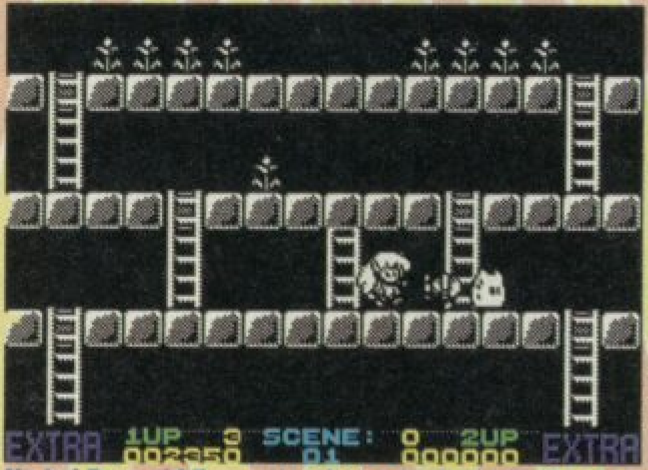


Personally, I had this vision of a fantastic world in which everything was made up of pipes, tubes and rods. Sort of like the Lloyds building in London, but a whole lot more attractive. How cruel then, to discover that the rods in the title of this game refer to magic wands which the two main characters wield as weapons. Tush and double tush, another squiffy dream exploded.

Rodland is all about two unfortunates called Tam and Rit. These cheery forest folk are both fairies and as such have long hair, pointy ears and incredibly silly names. I mean, why can't they ever give these elves and sprites decent names like Andy? *(Not biased towards that name at all are you, Hutch? Linda).* Tam and Rit have got these weapons which sound exactly like they've been made up especially for this game, they're called Rods of Sheesanamo. Hmmm, sounds like a joke, that. *If you Sheesanamo could you shout?* or possibly *What does your mum do? Sheesanamo specialist.* Ho ho hum.



Where was I? Oh yes, poor old Tam and Rit are feeling a tad lonely because their dear mum has been kidnapped and taken to Maboots tower. Locked within this grim piece of stonework are wodges of creepy crawlies and other such splodgy entities. Thus the general idea of the game is to stroll around the tower, bonging nasties with your rod in the hope of liberating mum.



Ha ha! Dear old Tam unleashes a nuclear missile at a crisp packet which is doing a swift runner.



Not exactly high quality though, are they? I mean, if you'd bought a pair of those to go back to school with you'd be a laughing stock!

Dyno-Rod? Hot Rod? Spare the rod?

Platforms are the name of the game. Actually that's a lie, *Rodland*'s the name of the game, but platforms are an important part of the game. Ladders, platforms, power-ups, bonuses and spiffy weapons are the order of the day. Each of the 44 levels is made up of a series of rocky ledges. Littered around these are some flowers which give you a hefty bonus if collected. All of which seems a bit of a shame, when you consider how difficult it must have been to grow the things in a tower in the first place.



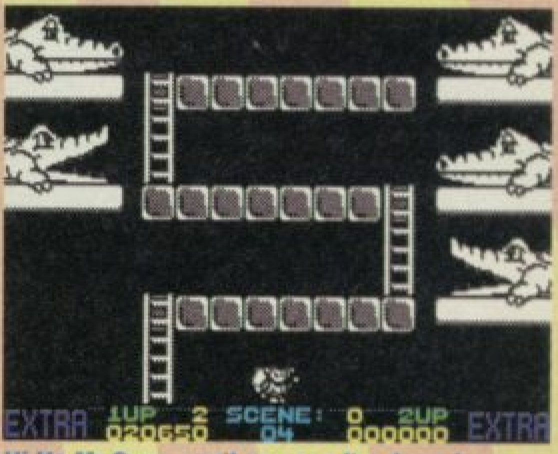
To get between ledges you can use either the lovely ladders, balloons, your own portable ladder or simply drop from one onto another. To make your own ladder, you simply hold down fire and move the joystick either up or down. Balloons only appear on certain levels and you can make use of them by standing on them. Of course nothing's ever easy in a Speccy game, so what's in store for the *Rod*-ing Spec-chum then?

Well actually...

There are vast numbers of nasties. Sharks, squirrels and rabbits are just three of the wandering computer folk who need bashing.

Power-ups such as bouncing bombs, missiles, static bombs, smart bombs and laser blasts all prove equally fatal to the *Rodland* nasties. The best of these is the laser blast which zips across the ledge which you're standing on at the time and decimates any local sharks or squirrels. The trick to using such a devious and downright nasty weapon is to wait 'til all the nasties are near you and then lit it rip.

Later on such weapons become more and more important, because the woodland folk get harder to kill and loads speedier. Fortunately, there's a respite, as every two or three levels there's a bonus screen. This involves picking off large nasties, but it's all fairly elementary and doesn't involve much utterly death-defying leaping around.



Hi Ho Mr Croc, can't you see I'm down here with half my head missing? Stop gabbing to each other and lob some power-ups my way!

There's little doubt about it, *Rodland* is an absolutely screaming blast of a game. It's cute, playable and very large. But beyond all that, it has that ever elusive one-more-go feel to it. It's especially fun when you try the two player option, because then you're competing with your buddy to make it to the bonuses first. The chaps at Storm have made it an easy game to leap around in, everything moves fast and there's no colour clashing. The sound's rather groovy too, not quite Jesus Jones, but cool none-the-less. Do yourself a favour, nip down the shops, buy this game and spend a long, long time trying to bash those naughty sharks. Ecological it ain't, but groovesome it certainly is!



Five Things You Should Know About Rods

- Without rods, the whole infrastructure of the civilised world would collapse over tea-time. But it'd be the plumbers who'd be most annoyed.
- Rod Lawton who's the editor on our sister mag, *Amstrad Action*, once bumped into J R Hartley outside the theatre in Bath. He did, however, resist the temptation to ask him if he'd read any good books on fly fishing lately.
- In olden days, a rod was a unit of measurement which (in common with pieces of string) was as big or little as you needed it to be and was thus very popular with market traders.
- In America, they call revolvers rods. This leads to endless confusion when a plumber accidentally walks into a gun shop instead of the local hardware emporium.
- The expression *spare the rod and ruin the child* actually refers to the medieval art of rod-making which was the basis of many early settlements. Fathers who didn't teach their sprogs how to make rods, would therefore condemn them to a life of selling potatoes or clods of earth.

FINAL VERDICT

LIFE EXPECTANCY 93°	ADDICTIVENESS 94°
GRAPHICS 92°	INSTANT APPEAL 94°

DIAGNOSIS

Brilliant, playable, cuddly and thoroughly addictive platform game.

95°


YOUR
SINCLAIR
EMF
JANE



MERRY CHRISTMAS
FROM YOUR SINCLAIR
C Jones '91

HINTS'N'TIPS

YS TIPSHOP



Wah-hey Spec-chums, it's Christmas! I love absolutely everything about Christmas – even relations. But what I especially like is buying presents. It's brilliant, I can spend loads of money and I don't even have to feel guilty. I try to buy people things that both giver and receiver can enjoy. Last year I bought my brother a record which I really wanted to hear. He didn't like it very much at the time but he's well into it now. My mum gets chocolates every year and I make sure that I choose a pack with loads of soft centres in. She hates those.

I've been extra busy this month trying to decorate the Shed. Maryanne and I put up loads of paper chains one night. When we got in the next morning, Hutch had taken them all down. 'Cissy' and 'girly' he called them. Pah! That night we put them up again and I threatened to give him a) a good kicking and b) a Nirvana tape if he touched them again. Girly indeed.

As a treat this month we were taken out for a day in Hamleys. I tell you what, I wish I still got toys for Christmas. But alack and alas, I'm now a grown girly and I only get stupid stuff like bubble bath and talcum powder. Pih!

Anyway, time for some tea and tips. On with the show...

YS HINTS 'N' TIPS TIPSHOP

Okay, so you've finished off the Mars selection box that Auntie Anne gave you and you feel really ill. Never mind, eh? Here's LINDA BARKER to cheer you up.

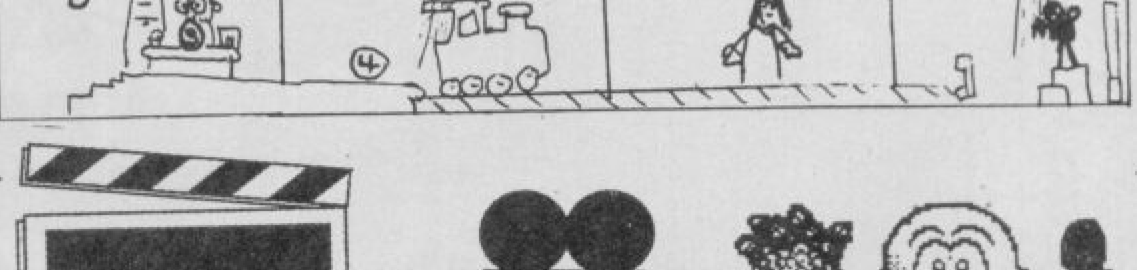
SEYMOUR TAKE ONE

What a nice little cover game this was! The following solution is by **Michael Capstick** (cos he sent me a yellow opal fruit) and the map is the work of **Will Barker**.

Go through the door, get film and press switch. The room should go red. Go through door, go right and through door. Get the knife and go through door. Go left, up into the lift, go down and press fire on Pippa (the girl behind the desk). She will talk to you and drop a script, pick it up and drop it again. Go right, get rope, go right and press fire on Kay (the girl who is stood up). You should have tied her down. Go right and press fire on camera to load film. Go left and left again, press fire on the train. From now on, run everywhere.Go right twice and fire on camera. The film should start rolling. Go left, fire on girl, go rfight and get film. When the train stops, stop running and go left. Go left three times, then up, right and through door. Drop film in the developing tray, get developed film, go through door and right. Go through door, fire on camera and you should see Seymour saving Kathy from the train. Well done, you've finished.

Now how about this map?







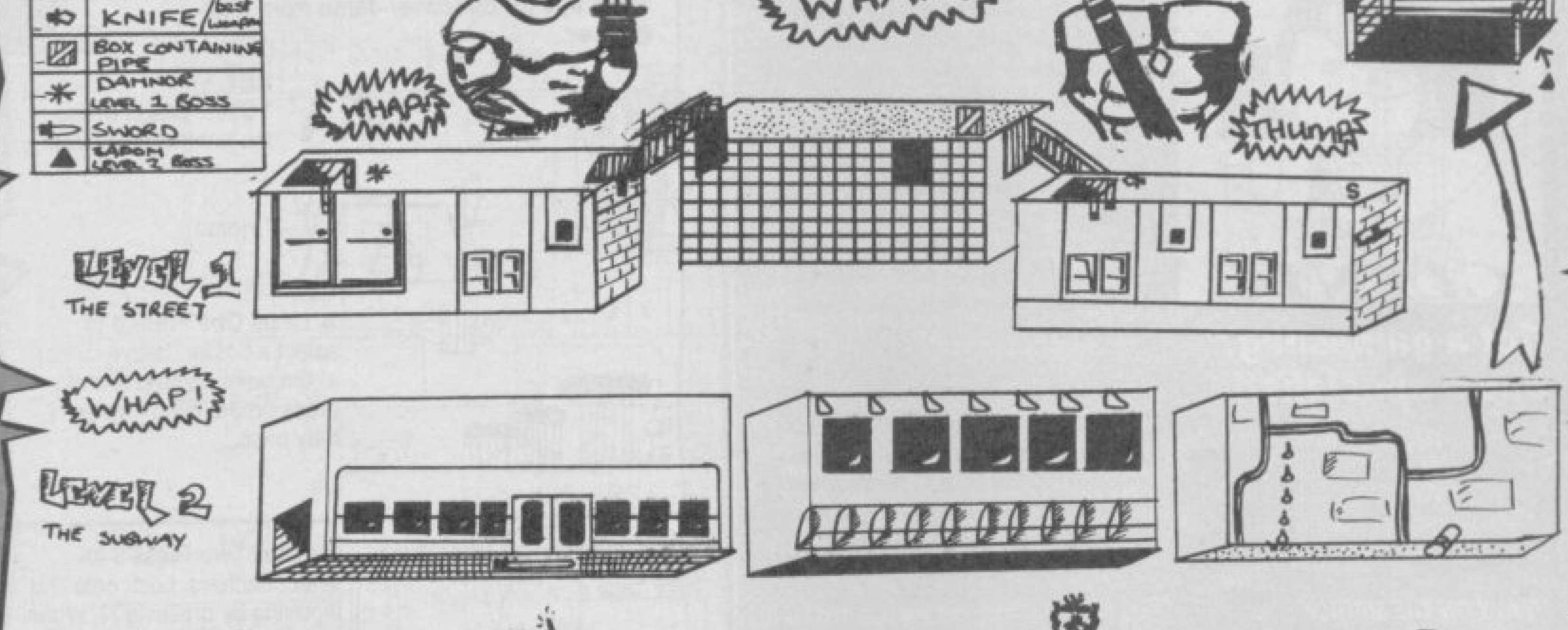
Your present's are under the tree, boys!

Key

① = film ② = knife ③ = movie script ④ = rope [lift symbol] = lift [camera symbol] = movie camera [woman symbol] = woman

FINAL FIGHT

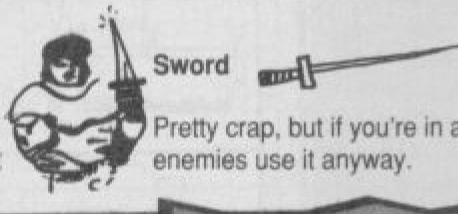
Here's the first two levels of US Gold's *Final Fight* as drawn by **J Kirkman**. He's also had the decency to send in a few weaponry tips...





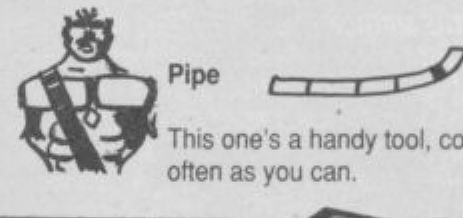
Knife

Beaut weapon! It should knock your enemies for six, as long as you don't miss.



Sword

Pretty crap, but if you're in a crowd of enemies use it anyway.



Pipe

This one's a handy tool, collect it as often as you can.

SAM SPESH



It's your turn, SAM-chums! Matthew Bridges is the man with the funny blue and white machine. He's found all 49 passwords for that tricky puzzler, *Hexagonia*. You don't need one for Level One, so we'll start at Level Two. *(Makes sense. Ed)* Ready for take-off, here we go...

02 – MAGICAL ★ 03 – ATOMICS ★ 04 – FANTASY ★ 05 – KHAZAD DUM ★ 06 – DISASTER ★ 07 – SYMPHONY ★ 08 – X RAYS ★ 09 – LEVEL 9 ★ 10 – BLAH BLAH ★ 11 – DUNGEON ★ 12 – AUTOGUN ★ 13 – ILUVATOR ★ 14 – D SIGN ★ 15 – UTOPIA ★ 16 – AY MUSIC ★ 17 – DIABOLUS ★18 – OXYGENE ★ 19 – SCRAMBLING ★ 20 – UNIVERSE ★ 21 – DAMERON ★ 22 – CATHEDRAL ★ 23 – STEALTH ★ 24 – HELLOWEEN ★ 25 – DIGITAL ★ 26 – ABAQUAR ★ 27 – THRILLER ★ 28 – SMASHING ★ 29 – AGONIA ★ 30 – CHRYSALIDS ★ 31 – BUG BYTE ★ 32 – ERIDANUS ★ 33 – DETONATION ★ 34 – FIRE WORX ★ 35 – AAAAARGH ★ 36 – GHOSTBUST ★ 37 – COMPACT ★ 38 – BAD DREAM ★ 39 – OOPS UP ★ 40 – BREAKDOWN ★ 41 – WARRIOR ★ 42 – TERRORPOD ★ 43 – VALTARUS ★ 44 – THE AMIGA ★ 45 – DESTINY ★ 46 – SKELETOR ★ 47 – CRYSTALION ★ 48 – THUNDER ★ 49 – WIZARDS ★ 50 – DOOMSDAY.

Also, the password SCORPIONA can be used to see the end of game message.

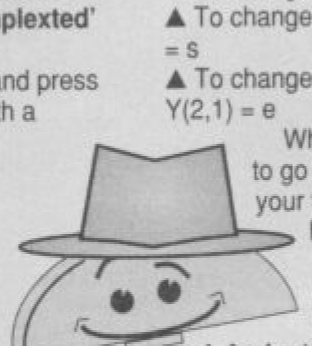
I hate typing in long lists! But, just for you, I'll grin and bear it. Andrew Hood is another SAM-chum. He's got the lowdown on the SAM versh of *Football Director 2*. Apparently, his tips are quite 'complexted' so take your time.

Right, first select the Team page and press the ESC key. You'll now be faced with a number of options...

Key
n = amount of money
p = player's number
t = temper rating
e = percentage wanted

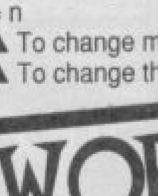
▲ To get money, type: LET AI = n
▲ To change length of contract, type: LET NC = n
▲ To change morale, type: LET ME = 99
▲ To change the opposition's morale, type: LET MM = 0
▲ To change a player to a 9, type: LET H(p) = 9
▲ To change a player to an international, type: LET J(p) = 105
▲ To change temper, type: LET TU = t
▲ To change number of saves, type: LET OY = s
▲ To change coach's percentage, type: LET Y(2,1) = e

When you've finished, just press F5 to go back. Then press M and T and your team will have been transformed. I hope this makes sense.



Perfick, Andrew. Absolutely perfick! If you're in dire need of some more SAM info, just turn to page 71 for this month's extra special SAM feature. We're so good to you!

WORLD CLASS RUGBY



Neil Campbell is the man with a quick tip for Audiogenic's latest release.

When you get a kick off (centre of the pitch only) kick the ball when your little left-hand bottom of the screen box thingy looks like that box up there to the left. Then you should have a line-out. Hold down the fire button and your team will take possession. Run around the group of people in the line-out to the side closest to the touchline. Go past the try-line and run to the middle of the posts and score a try. If you get tackled before you reach the middle of the posts it doesn't matter 'cos you'll score anyway.

I watched the rugby this year. I may not have understood it, but I loved it!

DR. BERKMANN'S CLINIC



Got a gamesnag? See a specialist!

Scalpel please, nurse. Now if this hurts, give me a yell.

...YOOOWWWWLLLLLLLLL!!!!

All right, all right, I heard you the first time. Good grief. Next!

HEAVY ON THE MAGICK

So what was going on here, asked 'Plebbius Crappus' in ish 70? (If that's a real name, I'm Esther Rantzen.) Well, tonight on That's Life we have the penguin that speaks German, a vegetable that looks like something rude, and... Sorry, where was I? Oh yes, *Heavy On The Magick*. "How", asked Plebbius, "do I get past the Wolfdorp Guards, and the waterspout in the Rock of Hydra?" "Well," says **Richard Swann** (for it is he), "nothing could conceivably be easier. To the Wolfdorp guards, why not say 'DOOR WOLF'?" **Joe Mackay**, on the other hand, suggests 'GUARDS, WOLF', so you could probably say 'TROUSERPRESS WOLF' and still have a chance. As for the waterfall, try saying 'WATER, FALL'. If only things were like that in real life. Traffic light goes red, you say 'LIGHT, TRAFFIC' and traffic light goes green. Must suggest that to the local council:...

TOP CAT

Where, asked Michael Williams, do you get the bucket on Level Three? What, feeling a little poorly are you, Michael? Just keep well away from me – these trousers were clean on this morning. But lo! 'Tis **Jeff Palfreman**, with a brief but succinct answer. "You need a key to collect the bucket in the red door by the stairs."

What? Is that it? Seems so, as this Palfreman of few words was the only Clinician to respond to poor Michael's plea. Try asking a question about the *Dizzy* games next time, Michael, and watch those postbags fill up.

MARSPORT

Colin Watson was the sad soul inextricably glued on this fabby oldster, having failed to make the lead suit or get past the sonic bomb. Needless to say, the cassette-wielding **Swann** (he's got a band together, and sent me a tape of its latest outpourings) was first off the mark with this solution. This is an impressive performance for someone who now insists on signing his letters "Rich" (I assure you, Richard, "Dicky" is much better). So what do we do, er, "Rich"?

"The lead suit is easy enough – just get the lute and the dais ('lute dais' is an anagram of 'lead suit') and bung them in a factor unit. The lute is in the music room (to get into this, get the cornet from the ice cream room) and the dais is in the safety room in Level Byer-I. (Easy enough? Pah! Dr B) As for the sonic bomb, simply get the earmuffs from Level Joly-C. Once the bomb has detonated, put the earmuffs in the locker, and pick them up every time you enter the room to make sure you don't get killed by the bomb."

FANTASY WORLD DIZZY

First off the mark, and all credit to him, on Tony Brooks' snaglet was **Graham Neicho**, a familiar name indeed. So, Graham, how *do* you get out of the Amazing Illusion?

"When you go in, walk left and right to get to the floor, get the coin and fall to the floor again. Jump right, then stand on the left edge of the rock lying lengthwise. Jump right and you'll fall into a gap. Now alternately jump right then left until you reach the top. Make sure you can't walk any further right, then jump to the left. Walk to the left of the rock you land on and jump left again. Jump off the right edge of the rock you end up on, then jump left and right and walk right out of the boxes."

Fabby stuff, I'm sure. The world-famous *YS* badge is on its way!

HAYLP!

Can you help any of these solid citizens?

Mark Prior: "In *How To Be A Complete Bastard* how, or where, do you use the following: drawing pin, custard powder, scissors, bleach, soap suds, charcoal and brick?"

Daniel "Clot" Ramsay: "In *Back To Skool* I can't seem to get anywhere. I can't get Miss Take's sherry and I can't get the code for the bike from the four Masters. Haylp!"

Stuart Chatten: "In *Super Robin Hood*, how do I go through the doors?"

Mark Henry: "In *Rambo 3*, I've got to Colonel Troutman's cell with the uniform and the explosive arrows, but I can't get in to save him. What do I do?"

Neil Ross: "On Level Four of *Monty Python*, how do you beat the hedgehog that throws hammers at you?"

Barrie Davies: "In *Terramex*, I get fired from the cannon but always crash into the mountain side. Haylp!"

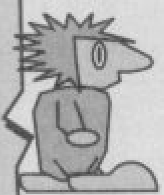
That's all for this month, but if you can solve some of these poor snagsters' difficulties – or you're solidly glued up yourself – then drop the traditional line to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW. The Christmas pud is steaming and waiting. I really should eat it.

YS HINTS N' TIPS TIPSHOP

LEMMINGS

Lemmings must be the cutest thing on this planet. Well, apart from Stephen Pastel, Duglas out of the BMX Bandits and James when he's got a pink bow in his hair. Anyway, you don't want to know who I think cute, so here's some tips for our cover demo from Will Barker.





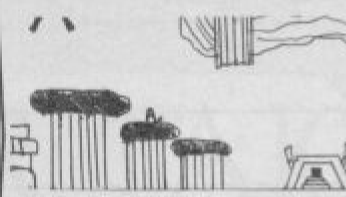
KEY

* Start. This is where the lemmings fall from.

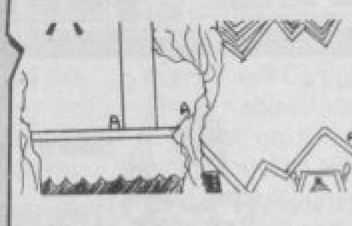
* Home



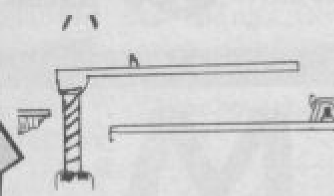
▲ **Level One** Press 4 to select a floater. Leave cursor at the point marked A and press on the lemmings as they pass.



▲ **Level Two** Press 8 to select bashers. Lock onto first lemming by pressing N. When you reach the point B, press M to bash through the wall.



▲ **Level Three** Press 0 to select a tunneller. When the last lemming is at point A, hold down M and move cursor right and then left. Carry on holding M 'til all the lemmings dig through and walk home.





▲ **Level Four** Press 7 to select a builder. Build with first lemming at point A then press 6 to select a stopper. Stop the second lemming at point B. Lock onto first lemming and build one more bit of bridge by pressing 7 and then M. Press 8 to select the basher and, when he reaches C, bash through. Press 5 and blow up stopper at B. Then watch those lemmings walk.



Ah! And don't they look sweet. Look at their ickle furry leggy-weggies... *(Linda, shut up. Ed)*

Super Cup Football

A tip or two for our ish 68 covertape footie stomper (ouch!) care of Scott Kember...

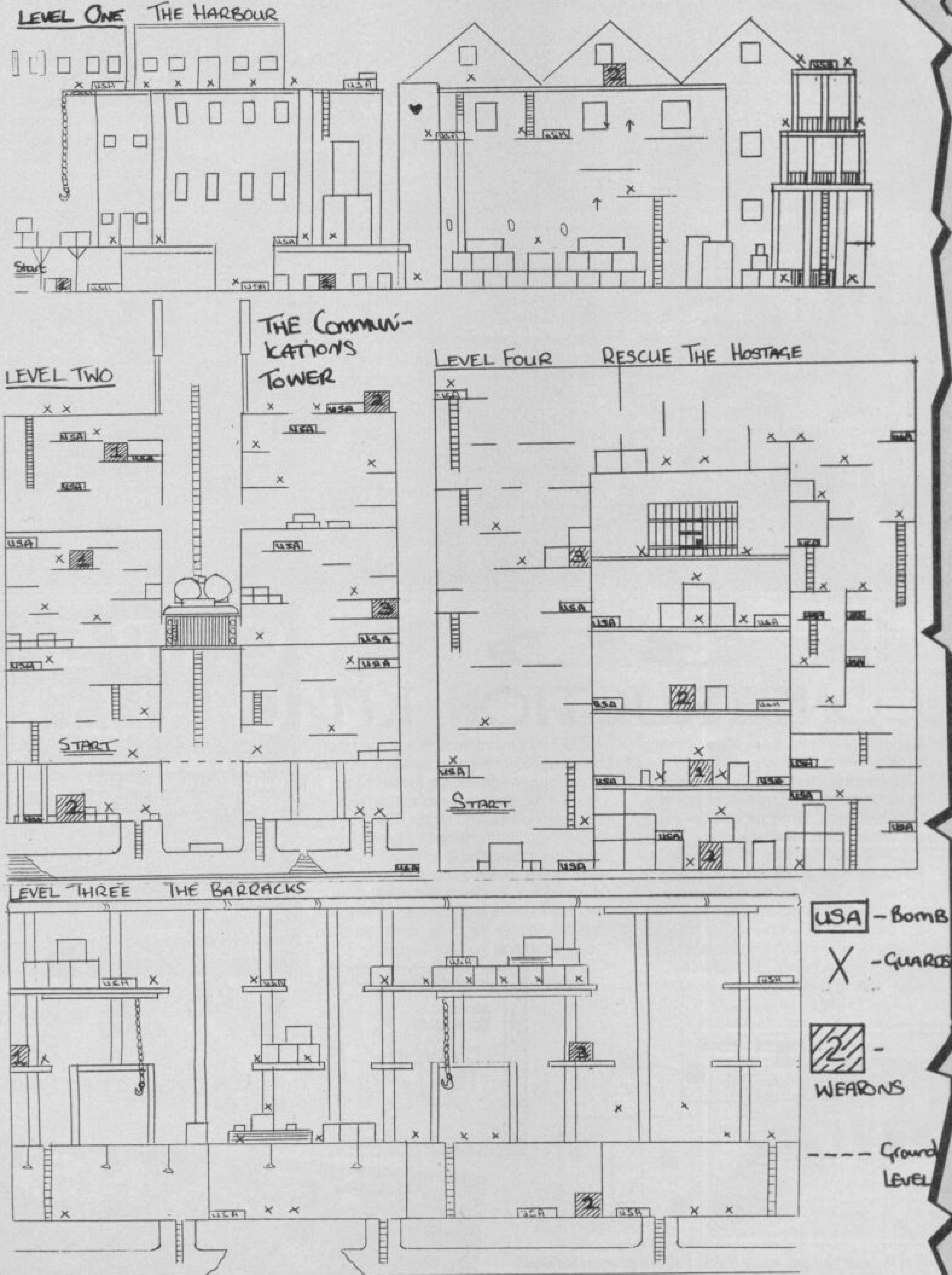
You're right, the music on *Super Cup Football* was great and the game was nay bad either, even if was a little hard. And here's a cheat. If you're losing (and want to win) press the Break key whilst you're playing. The game will now be over but when you look at the scoreboard you'll notice that your points have increased. Great, eh?

Absolutely brilliant and utmost thanks, Scott.

TIP O' THE MONTH

NAVY SEALS

Maps for Ocean's *Navy SEALs* have been coming through the brass-plated letterbox in dribs and drabs. But, at last, here's the whole game mapped by **John Currer**. There's no map of the final level, but John assures me that it's just a straightforward left-to-right shoot-'em-up 'til you get to the helicopter!



PRACTICAL POKES

Christmas, eh? Time to eat yourself stupid and fall asleep in front of the fire. Sounds like you need a good POKE. Here's JON NORTH...

Christmas will probably be approaching at a rate of knots by the time you read this, so I think it's high time I told you to get all those cards sent off to me. I seem to remember putting a similar request in the mag last year, but it didn't appear 'til February (these printers, eh? I dunno). Here's a bunch of numbers...

RETURN OF THE SWANN

Yes folks, good ol' **Richard Swann**'s back, after a prolonged absence due to the fact that he's been coding a *Manic Miner* screen editor. Why anyone would want to write one is beyond me, but you can see the results of his efforts (I feel a plug coming on) by sending a cheque for £2.50 to Richard at 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT. He asked me to have a look at it, but I can't until he sends me a copy. Anyway, after all that, here are the numbers from this month's Hacker Of The Month. Finally!

SIM CITY

```
10 REM Sim City infy cash by
Rich
20 CLEAR 32767: LOAD
""CODE 65024
30 POKE 65041,251: POKE
65042,201
40 RANDOMIZE USR 65024
50 POKE 65211,234
60 POKE 65212,255
70 FOR F=65514 TO 65535
80 READ A:POKE F,A: NEXT F
90 RANDOMIZE USR 65152
100 DATA 33,248,255,17,12,80
110 DATA 1,20,0,237,176,195
120 DATA 0,80,62,201,50,128
130 DATA 102,195,27,91
```

SPIKE IN TRANSILVANIA

```
10 REM Spike infy lives by
Rich
20 LET T=0
30 FOR F=16384 TO 16532
40 READ A: POKE F,A
50 LET T=T+A: NEXT F
60 IF T<>15701 THEN STOP
70 RANDOMIZE USR 16384
80 DATA 33,203,92,17,66
90 DATA 1,62,255,55,205
100 DATA 86,5,48,242,49,0,0
110 DATA 33,86,5,17,0,255,1
120 DATA 0,1,237,176,62,132
130 DATA 50,80,255,50,126
140 DATA 255,62,134,50,113
150 DATA 255,62,128,50,115
160 DATA 255,62,141,50,117
170 DATA 255,62,255,50,118
180 DATA 255,50,129,255,50
190 DATA
143,255,62,153,50,121
200 DATA
255,62,29,50,124,255
210 DATA
62,116,50,128,255,62
220 DATA
145,50,142,255,62,17
230 DATA
50,146,255,33,106,64
240 DATA
34,9,255,221,33,0,91
250 DATA
17,0,1,62,255,55,195
260 DATA
0,255,221,33,1,65,17
270 DATA
255,26,205,112,255,33
280 DATA
122,64,34,9,255,58,47
290 DATA
91,254,105,194,0,91,33
300 DATA
144,64,17,62,91,1,5,0
310 DATA
237,176,195,0,91,175
320 DATA 50,154,105,201
```

THE TWELVE-YEAR-OLD'S BACK!

Who remembers Joao Silva, the Portugese twelve year old who wrote in a few months ago? No, I didn't think you would. Still, that hasn't stopped him cracking *Spitfire*.

```
10 REM Spitfire by Joao Silva
20 POKE 23624,31: POKE
23693,26: CLEAR 25391
30 LOAD ""SCREEN$: LOAD
""CODE
40 POKE 34383,0:
RANDOMIZE USR 64947
```

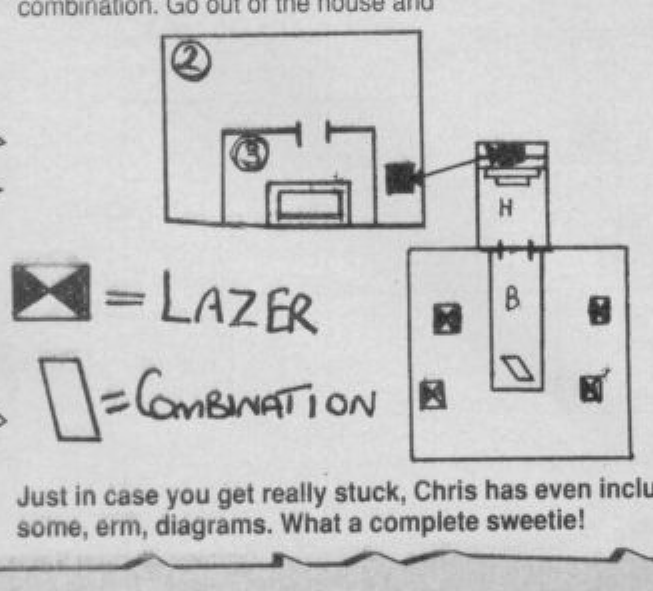
Well, that's that for another month. Send your POKEs and Pokerama requests to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. And send a copy of the game too. If I haven't done it, it's because I haven't got it. See you in the scrolly. Oh, and don't forget those Chrissie cards.

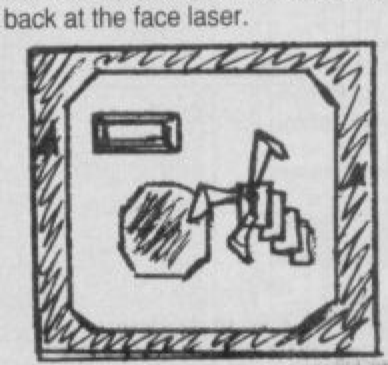
3D CONSTRUCTION KIT

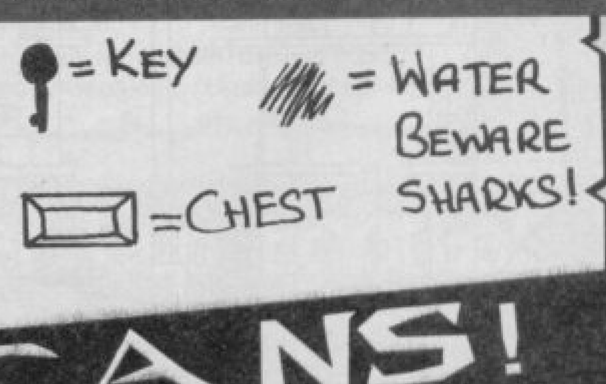
A couple of months back, Alex Gemmell wrote in with the solution to the *3D Construction Kit Game*. Unfortunately, he didn't tell us exactly how to finish the covergame. While he's working it out, here's Chris Barnes...

Follow Alex's instructions 'til you get to the part where you switch the computer on. Do that, then go out of the room and turn right. Go down the corridor, down the hole and into the hall (H). Now go into the basement (B) and collect the safe combination. Go out of the house and follow Alex's instructions 'til you open the safe and collect the pass behind it. Retrace your steps and go into the rocket room. Activate the 'pass required' button, walk towards the rocket and that's it.

If you go into the teleport a second time you'll get transported to an island. On one of the palm trees is a coconut. Shoot it for more energy. To get off the island, climb the tree from the back and get the key from the top. Activate the chest, climb into it and you'll be back at the face laser.







Just in case you get really stuck, Chris has even included some, erm, diagrams. What a complete sweetie!

CHIP'S CHALLENGE

Jamie McConnell (who sent in all the other level codes) has finally got round to putting the secret level codes onto paper...

- Level 146 JHEN – CAKEWALK
- Level 147 COZA – FORCE FIELD
- Level 148 RGSK – MIND BLOCK
- Level 149 DIGW – SPECIAL

Jamie wants it to be known that these levels are incredibly difficult unless, of course, you happen to be a complete genius. Like Jamie! Modesty, eh? It's a dying art!

PECANS!

The time is nigh, Spec-chums. Yep, I've got to go and hang my red woolly sock on the mantlepiece. But first I have to go and buy another Pastels' single. I dunno, you don't hear anything from a group for months and then they release two records in a row. Just like buses. Anyway, have an absolutely beaut Christmas and I'll see you in the New Year. Take care and, above all, enjoy yourself. Snow on.

DIZZY'S EXCELLE

Compilation

CodeMasters/£9.99 cassette

LINDA

Eggs, eh? They're the perfect gift, and not just at Easter either. Glass eggs, stone eggs, Kinder Eggs, Fabergé eggs... the list is endless. Real eggs aren't bad either, there are hundreds of ways of cooking them and they're jolly tasty and good for you too. Yep, if eggs didn't exist we'd have to invent them.

Right, let's have a look at the game. When James wrote his Megapreview a couple of months back, there was still some uncertainty over what was actually going into this pack. Y'see, those cheery chaps at CodeMasters had so many beaut games that they just couldn't decide what ones to put in. But you'll be glad to hear that they've now made up their collective mind, got everything sorted and are ready to roll. Hurrah! Buy this bargainous box and in amongst the spare placcy bags and French words you'll find *Spellbound Dizzy, Prince Of The Yolk Folk, Dizzy Down The Rapids, Kwik Snax* and *Panic Dizzy*. The last two have been released before, but the other three are bona fide newies.



Let's get the two mouldies out of the way first...

Older than yesterday Kwik Snax

90°

This was reviewed earlier this year in issue 62. Back then it was given a bunch of flowers, a box of chocs and an engraved plaque saying "I'm a Megagame and I'm jolly ace."

And guess what? It's still a stonker. The evil Wizard Zaks pops up once more and sends four of Dizzy's eggy friends off to separate islands. So each egg is left on it's little ownsome. It's an obvious job for that egg-about-town, Dizzy. Now, there's one thing I don't understand about zapper Zaks, how come he never sends Diz anywhere? I mean, surely he must have realised by now that wherever he sends those eggs, that darned Dizzy will soon find them.



Dizzy's brief is to visit each island and rescue an egg on each one. Instead of your run-of-the-mill sun, sea and sand affairs; each island has a special theme – one's covered in ice, one's got loads of clouds to lounge around on, one's full of teddy bears and one's got a castle on it. Diz has to spend his time collecting fruit, avoiding meanies, negotiating mazes and picking up bonuses. It's especially brilliant if you think bananas are one of God's greatest inventions. Why? Cos there's screens full of them. Yum!

If you haven't already got it, then it's worth buying this compilation, *Kwik Snax* is clear and bright and great fun. In ish 62, Rich gave this 92° and it's certainly a Megagame. 90°

Panic Dizzy

65°

This one's a bit different from most Dizzy games. Instead of running around collecting things and getting all hot and bothered, Dizzy just sits tight in the middle of the screen. This is the Codies' attempt at a Dizzy puzzler, it's a *Tetrissy/Klaxy* sort of game where different coloured shapes fall down from the top of the screen and you've got to get them in the matching holes at the bottom of the screen. Rich, our humble reviewer, gave *Panic* 49° and a bit of a hard time. Boring and tedious, he called it. Now I think he was a trifle harsh, it is quite a simple game but I thought it was quite good. Call me weird, but I'm a puzzle fan, I actually like dropping little coloured things into holes. *(You're weird. Ed)* Rich thought that it was a game for the younger player and rated it accordingly. Personally, I'm all for the little ones having a nice, easy to pick up game to play. So I'm going to disagree quite strongly with Rich and give it 65°.



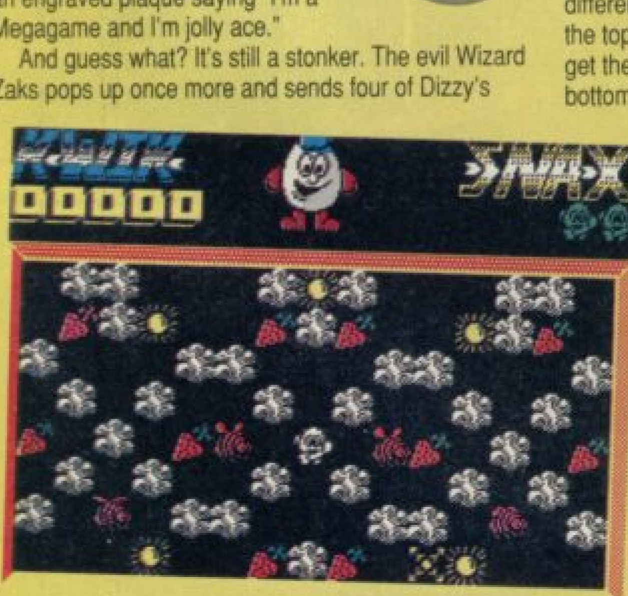
Gosh, that does look like a windy shaft too. In fact it's so breezy that it's absolutely impossible to drop down there!

Younger than yesterday Dizzy Down The Rapids

84°



The Codies have only just made up their mind to stick this one in. It's a conversion of a Nintendo game which sees Dizzy and his girly chum, Daisy, rolling around in a barrel. *(Eh? Ed)* Well, they're not actually rolling around, but the barrel is. It's just like that Burt Reynold's film where he's in a canoe, fighting



I'd like to think that eating your way through that lot is going to be anything but kwik, unless of course you're someone like James 'huge tummy' Leach!





That phoney crocodile head left floating in the water isn't going to fool anyone. There again, we are talking about an egg who's chosen to descend some rapids in a barrel!

ENT ADVENTURES

furiously against the might of nature. You know, the one that always comes up in Trivial Pursuit. *(She's talking about Deliverance. Ed)*

Yep, our Diz is a right little hero, and a gentleman at that. He's out to protect his woman from, amongst other nasties, trolls and sharks. Dizzy can't very well lay into these baddies, instead he's got to, erm, throw apples at them. Now, the idea of going down a turbulent river and throwing things at people will seem a bit familiar to those of you who have played *Toobin'*. It sounds similar, but it's actually a side-on view thingy, rather than a look-down-at-it thingy.



Graphically it looks much the same as every other *Dizzy* game, except it's got a bigger river than most. It's fun, it's sweet and it's quite good. Well worth the 84° I've awarded it.

Prince Of The Yolk Folk

80°

I really liked this one. It's your usual Dizzy affair. He has to wander around collecting lots of things like magic carpets and heavy pick-axes and getting lots of info from the people he meets in his travels. The kingdom is in a terrible state cos an evil troll has taken over the castle. The good king is away fighting in the crusades, so the pretty princess is left to the mercy of old Mr Troll. Dizzy, dude that he is, offers to rescue her. Hurrah!

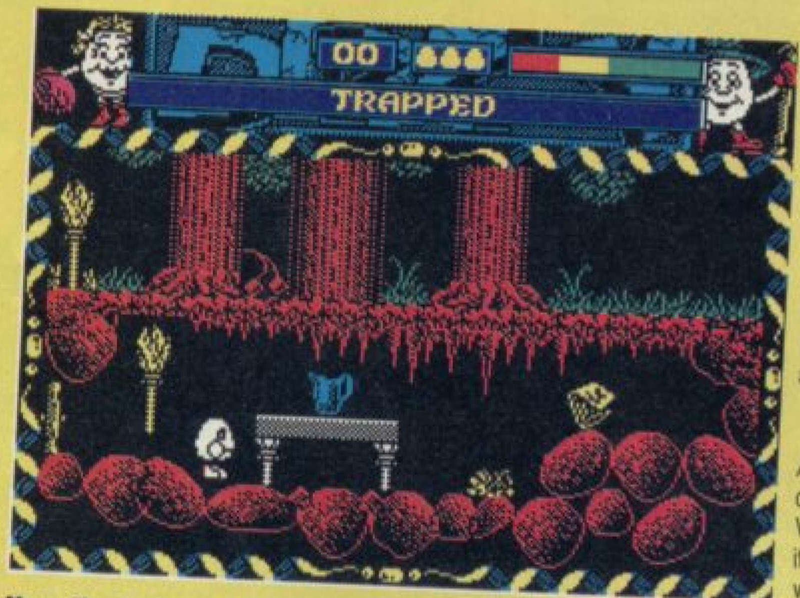
The beginning of the game sees you trapped in an underground cavern with no visible escape route. You'll have to exercise the old grey matter a bit if you want to get out. But nay fret Spec-chums, it's set at a similar difficulty level to most of the previous Dizzy games. Find the exit and it's time to march over to the castle. Unfortunately, there's a big, green, blobby troll in the way and he's not going to let you pass. Not just like that, anyway. So it's time to go walkabout and meet lots of odd characters, like a mysterious ferryman who demands something valuable and a lion with a sore paw. It's all jolly good fun, but it's only got about 30 screens so it's not exactly humungus. So it can have 80°.





FIVE ACE WAYS OF MAKING YOURSELF REALLY DIZZY

1. Put on the number one hit, Dizzy, by Vic Reeves and The Wonderstuff and twirl around on the spot for the entire duration of said record.
2. Find a fairground, not easy at this time of year, and go on the waltzer five times in a row. It's best if you go on with loads of girls who scream a lot. Then you get spun around by all the nasty men. Hurrah!
3. Find a hill, walk to the top and have a rest. When you've got your breath back, lay down and roll down the hill. It's blimmin' ace.
4. Buy the Jane Fonda workout tape and get a few cans of Devon custard in. Watch the vid for a bit and eat all the custard. *(What cold? Ed)* Yep. Then stand on your head for half an hour.
5. Do fifteen cartwheels in a row.



Now, if only Dizzy can reach that tasteful blue jug. It's the secret to this level cos inside that satchel on the right are some gro-fast climby-plant seeds which need watering... or maybe not!

Spellbound Dizzy

90°

Originally, so my tomato sauces tell me, this was going to have 90 screens. Good, eh? But! The rather wondrous Codies have decided that it'd be loads better if they went for 105 screens instead. Crivens, gosh and by gum! Not only is it bigger, it's also more difficult, than *Prince Of The Yolk Folk.*



You, as Dizzy, have been a bit of a silly sausage and magicked all of your mates and your girly friend into the very depths of hell. Eek! Better go and find them, hadn't you? Once again, there's loads of daft objects to collect and use. Along the way there's stars to bounce into and plenty of fruit to keep those sugar levels at a steady rate. When Dizzy has a snack, his mouth moves in a most realistic manner. He's so amazingly sweet, his little face scrunches up with pain and he just looks so stunned when he knocks his head. I had an ace time playing this but it really annoyed the rest of the team. Not the game you understand, it was my 'oohs' and 'ahhs' that had them reaching for the vom bucket.

Poor Diz comes in for quite a bashing here, whenever he smashes into a wall or takes a tumble loads of little stars float around his head. It's very difficult to resist the temptation to hurl him into every solid surface, just to see what happens. You can even drown him! (Linda, that's just horrible. Ed) I know, but it's not as if he's real or anything. Don't worry, Spec-chums, I love Diz dearly and I wouldn't dream of hurting him. Ahem.



YS MEGAGAME

Spellbound Dizzy is big, bold and beautiful . It's also the best game in the pack so I'd be a real meanie to give it anything less than 90°.

All in all, *Dizzy's Excellent Adventures* is a stonker of a compilation. What's more, it's exactly what you need for the Christmas hols. Eventually you'll



EGG HE, OR EGGN'T HE?



I've always wondered about Dizzy, I mean – is he a real egg, as laid by hens? I don't think he is. Real eggs are incredibly fragile, all you have to do is sneeze in their direction and their shells begin to crack. Dizzy and his chums are all very active eggs, they're always jumping around and rolling down hills and yet they remain smooth, firm and distinctly ovoid. All this begs the question – what are they made out of then, smarty-pants? Well, I've given the subject much thought and I think Dizzy's made of mutton fat jade. It's fairly hard, so our Diz wouldn't break into a thousand tiny pieces if he fell off a table and it's the right colour too. What's more, it'd explain why *Dizzy* games aren't full of mother hens rushing around and trying to sit on their eggs.



get really bored with cold turkey and mince pies, the pine needles will start dropping off the tree and the only choccies left will be the crap coffee creams. At this point of despair you'll be so glad that you bought this game. So think ahead mon petit bleu chapeaux, get down to your local gaming paradise and buy this. So what if you've only got enough money to buy the dog a present. Buy it this, it'll soon get bored when it discovers that cassettes don't smell of other dogs. Then you can nick it back.



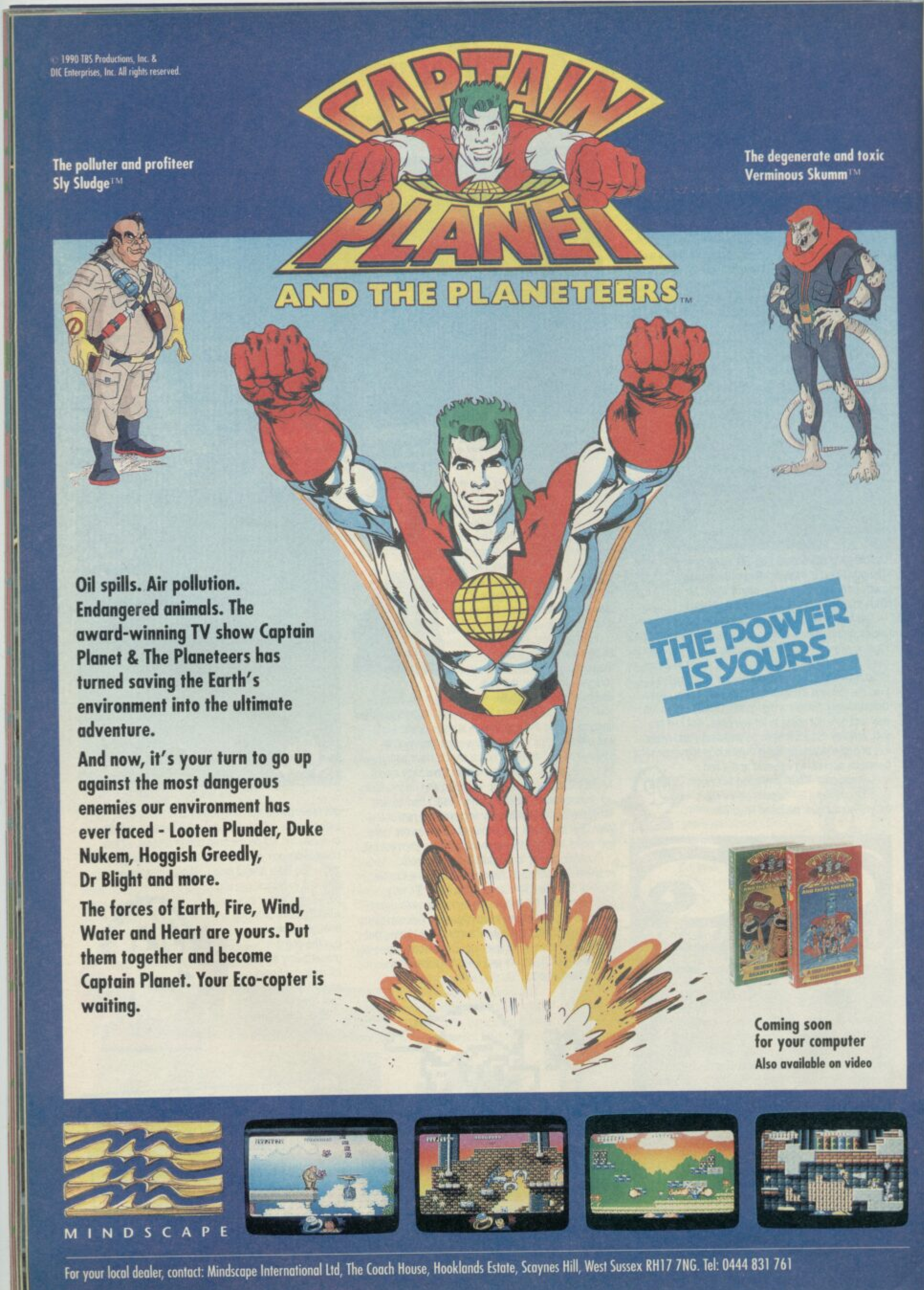


FINAL VERDICT

LIFE EXPECTANCY 90°	ADDICTIVENESS 88°
GRAPHICS 85°	INSTANT APPEAL 87°

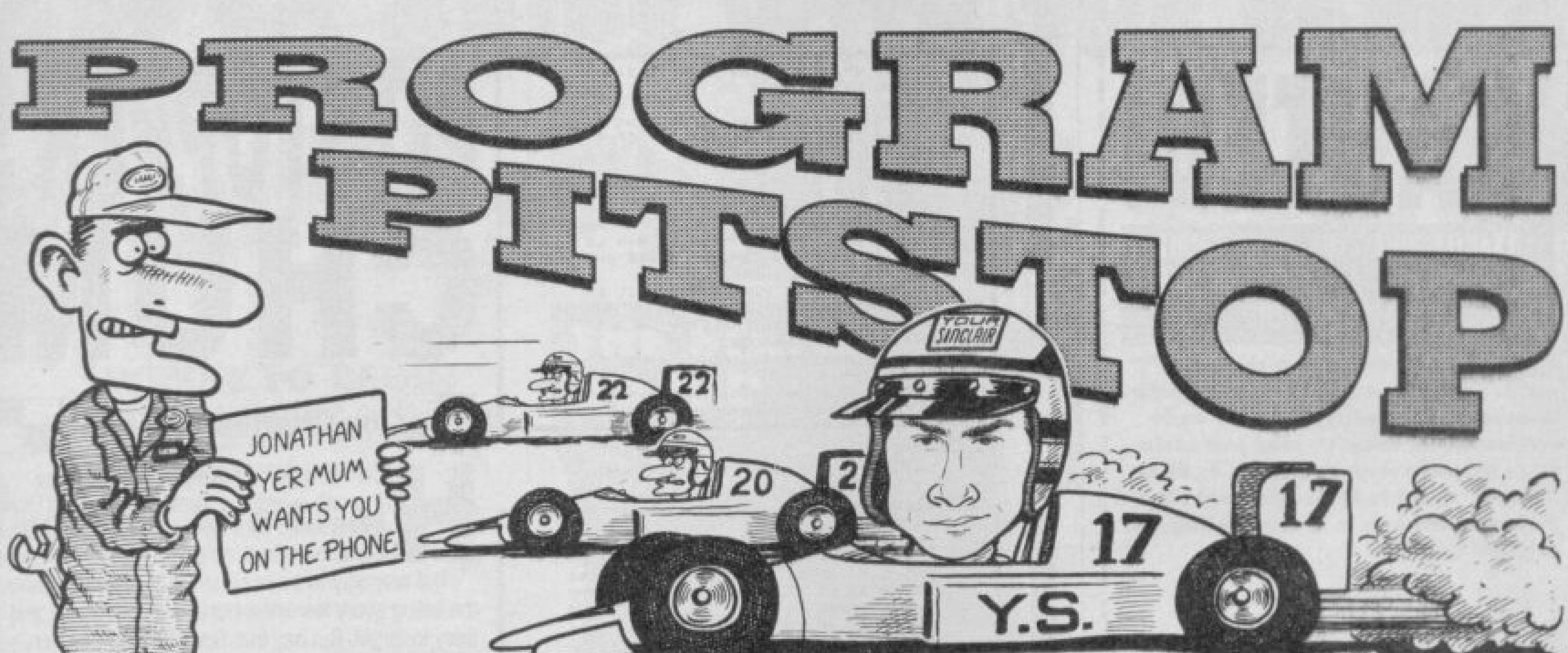
DIAGNOSIS

A complete and utter barg and a must for the festive period. Good, clean family entertainment.



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PROGRAM PITSTOP



Poor old JONATHAN DAVIES! Christmas means it's cold and damp in his student hovel. Never mind, as long as he's got your listings he's a happy man!

I had a choice this evening: take up a very tempting dinner invitation from the girl next door, or stay in with my Speccy and compile Program Pitstop. My rubber-keyed buddy, as always, won hands down. It takes more than the promise of a Spaghetti Bolognese and a glass of Chianti to lure me away from my old Spec. (Actually, my tux was at the cleaners.)

If you're into scrollers (and if you're not, you probably gave up on Pitstop years ago) you'll be completely o'erjoyed to see that **John Allen**'s *Triscroller* is just about the most impressive one yet. And if useful utilities are more up your street, **Charles Samson**'s offering, the *Pitstopper's Chum*, should strike a chord.

Yep, as long as you've got Program Pitstop you can't go wrong!

TRISCROLLER

by John Allen

A couple of months ago I announced a complete embargo on message scrolling programs, due to saturation of the market. Despite this embargo, here's another scroller. Y'see, that's the kind of unpredictable guy I am. The only reason I'm printing this is cos it's the best I've seen for a long time, and it would be unsporting to keep it all to myself.

So what's so special about John Allen's scroller? Well, as you might be able to deduce from its name, it scrolls three messages at once. Coo, eh? And they're no ordinary messages either, cos this is no ordinary message scroller. The first is three character squares high, with its own shadow, the second is over half the screen high, and the third runs all the way round the edge of the screen. Quite what advantage this gives you I'm not entirely sure, but it looks darned impressive. *(Well, you can write absolutely massive messages on the screen and leave them there for your mum to see. Something like, "I'd like a skateboard for Christmas." Ed)*

To test the delights of this simultaneous three-message scroller, first type in the BASIC listing and save it with SAVE "triscroll" LINE 10. (It's a bit long, and mostly decorative, but type it anyway, eh?) Then use the Hexloader to enter the hex listing. (A tad long, but well worth the effort). Save the code produced after the first bit, and then reload. Good, eh? As usual, you can substitute your own messages for those in the program simply by typing them in at the relevant places in the program.

LIST 1

BASIC

```
  10 BORDER 0: PAPER 0: INK 5
  20
  30 REM        TRISCROLL
  40
  50 REM  (C) JOHN ALLEN 1991
  60
  70 REM ONLY TYPE THIS STUFF IN
   IF YOU WANT TO.             M
ESSAGES START AT 50000,   51000
AND 52000 AND          MUST END WI
TH CHR$ 255
  80
  90 CLS
 100 CLEAR 49999: LOAD ""CODE 60
000
 110 PRINT ;"  "; PAPER 7; BRIGH
T 1; INK 2;"
      "; INK 7;" "; PAPER 0; IN
K 0;"  "
 120 PRINT ;"  "; PAPER 7; BRIGH
T 0; INK 2;"
      "; INK 7;" "; PAPER 0; IN
K 0;"  "
 130 FOR n=1 TO 18
 140 PRINT  PAPER 7; BRIGHT 1; I
NK 3;" "; BRIGHT 0;" "; PAPER 0;
 INK 5; BRIGHT 1;"
                "; BRIGHT 0; PAPER
 7; INK 4;" "; BRIGHT 1;" "
 150 NEXT n
 160 PRINT ;"  "; PAPER 7; BRIGH
T 0; INK 1;"
      "; PAPER 0; INK 0;"  "
 170 PRINT ;"  "; PAPER 7; BRIGH
T 1; INK 1;"
      "; PAPER 0; INK 0;"  "
 180 PLOT 14,2: DRAW 0,12: DRAW
-12,0: DRAW 12,-12
 190 PLOT 2,162: DRAW 12,0: DRAW
 0,12: DRAW -12,-12
 200 PLOT 242,162: DRAW 12,0: DR
AW -12,12: DRAW 0,-12
 210 PLOT 242,2: DRAW 12,12: DRA
W -12,0: DRAW 0,-12
 220 INK 6
 230 BRIGHT 1
 240 PLOT 19,19: DRAW 0,138: DRA
W 218,0: DRAW 0,-138: DRAW -218,
0
 250 LET a$="....TRISCROLL BY JO
HN ALLEN  ....  TECH STUFF:-   A
DDRESSES 60213 AND 60217 CONTAIN
 THE ATTRIBUTES FOR THE BIG SCRO
LLER - POKE AT WILL!    STARTING
 AT ADDRESS 60032 WILL CONTINUE
SCROLLING WITHOUT RESETTING THE
TEXT POINTERS, BUT POKE 23560,0
FIRST    HELLOS TO ANYONE WHO KN
OWS ME - JOHNNY 2 SHOES!!!!  ...
.."+CHR$ 255
 260 FOR n=1 TO LEN a$
 270 POKE 49999+n,CODE a$(n)
 280 NEXT n
 290 LET B$="WELCOME TO SCROLLER
 2 ..... 3 TIMES NORMAL HEIGHT W
ITH SHADOW ....... REAPEATSVILLE
 !      ..... "+CHR$ 255
 300 FOR n=1 TO LEN B$
 310 POKE 50999+n,CODE B$(n)
 320 NEXT N
 330 PRINT AT 5,12;"TRISCROLL"
 340 PRINT AT 7,7;"(C) JOHN ALLE
N 1991"
 350 PRINT AT 16,6;"PRESS SPACE
TO CHANGE "
 360 PRINT AT 17,10;"COLOUR OF T
EXT"
 370 PRINT AT 18,5;"OR ANY OTHER
 KEY 2 STOP"
 380 LET C$="NICE 'N' BIG - A FU
LL 128 PIXELS HIGH - (C) JOHN AL
LEN 1991 !!!      "+CHR$ 255
 390 FOR n=1 TO LEN C$
 400 POKE 51999+n,CODE C$(n)
 410 NEXT N
 420 DIM a(4)
 430 RESTORE
 440 FOR N=1 TO 4
 450 READ A(N): NEXT N
 460 DATA 79,87,95,103
 470 RANDOMIZE USR 60000
 480 FOR N=1 TO 4
 490 IF PEEK 23560<>32 THEN  STO
P
 500 POKE 60217,A(N)
 510 POKE 23560,0
 520 RANDOMIZE USR 60032
 530 NEXT N: GO TO 480
9997 STOP
9998 SAVE "tscr14.bas" LINE 1
9999 SAVE "tscr14.bin"CODE 60000
,570
```

LIST 2

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
```

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

A wise man once said: "ch-ch-ch-changes", and he earnt lots of dosh for it too. In order to make the best Speccy mag in the world that leetle beet better we need your advise so we can make ch-ch-ch-changes. So fill in this form, send it to the Freepost address at the bottom and help us to help you help the dolphins! Here's the first question...

1. Which of these do you own?
- ❒ Speccy 48K
- ❒ Speccy 128K
- ❒ SAM Coupé
- ❒ Amstrad CPC
- ❒ Atari ST
- ❒ Amiga
- ❒ Commodore 64
- ❒ Sega
- ❒ Nintendo
- ❒ Scalextric

2. Is *YS* good value for money?
- ❒ Excellent value
- ❒ Good value
- ❒ Reasonable value
- ❒ Poor value
- ❒ Rip-off

3. How much do you like the cover of this issue?.../10

4. What do you think of the issue overall?.../10

5. How does it compare with previous ones?
- ❒ Much better
- ❒ Slightly better
- ❒ The same standard
- ❒ Slightly worse
- ❒ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR.../10

..../10

..../10

..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the worst?

Mmm. Well, I absolutely lurved...

....

....

But I didn't go a chunky bundle on...

....

....

....

.... at all. (Er, is that it?)

■ It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, *YS*, Future Publishing Ltd, Freepost, Bath, Avon BA1 2XF. (And ta very much for your co-operation!)

73

LIST 3

```
240 PRINT AT 2,n*3;a$( TO 2)
250 LET a$=a$(3 TO )
260 NEXT n
270 INPUT "Checksum: "; LINE a$
280 PRINT AT 2,25;a$
290 IF VAL a$<>cs THEN  GO TO 3
70
300 CLS
310 LET q=q+8
315 GO TO 90
320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
330 PAUSE 0: POKE 23736,181: SA
VE "#CODE start,q-start
340 CLS : PRINT "VERIFYING..."
350 VERIFY "#CODE
360 CLS : PRINT "OK.": PAUSE 0:
 STOP
370 PRINT AT 15,0;"ERROR"; BEEP
.1,-20: GO TO 90
```

Hex

```
60000 AF 32 08 5C FB 21 50 C3 =884
60008 22 98 EC 22 9A EC 21 38 =935
60016 C7 22 9C EC 22 9E EC 21 =1086
60024 20 CB 22 A0 EC 22 A2 EC =1097
60032 2A 98 EC 7E FE FF 20 08 =1105
60040 2A 9A EC 22 98 EC 18 F0 =1118
60048 23 22 98 EC CD 57 EC 11 =1002
60056 1D 40 06 08 7E 12 EB CD =691
60064 6E EC EB 7E 12 23 EB CD =1200
60072 6E EC EB 10 EF 2A 9C EC =1270
60080 7E FE FF 20 08 2A 9E EC =1111
60088 22 9C EC 18 F0 23 22 9C =915
60096 EC CD 57 EC 11 5C 48 06 =951
60104 08 C5 06 03 7E 12 EB CD =798
60112 6E EC EB 10 F7 C1 23 10 =1088
60120 F0 06 08 7E 28 E5 C5 26 =887
60128 00 6F 78 2F E6 07 47 04 =590
60136 CB 25 CB 14 10 FA C1 EB =1157
60144 7B B6 77 2B 7A B6 77 23 =925
60152 CD 6E EC EB E1 10 DC 06 =1253
60160 08 C5 C5 CD 4C EB 2A A0 =1120
60168 EC 7E FE FF 20 08 2A A2 =1115
60176 EC 22 A0 EC 18 F0 CD 57 =1222
60184 EC C1 78 FE 01 20 09 E5 =1074
60192 2A A0 EC 23 22 A0 EC E1 =1128
60200 11 7C 58 0E 08 7E C5 CB =777
60208 3F 10 FC C1 3E 47 30 02 =707
60216 3E 57 12 EB CD 91 EC EB =1223
60224 12 EB CD 91 EC EB 23 0D =1122
60232 20 E3 18 1E 11 63 58 21 =550
60240 64 58 06 10 E5 D5 C5 01 =850
60248 1A 00 ED B0 C1 D1 E1 CD =1271
60256 91 EC EB CD 91 EC EB 10 =1453
60264 EB C9 21 5E 40 3E 8F E5 =1061
60272 D1 F5 CD 6E EC F1 01 02 =1249
60280 00 E5 ED B0 E1 3D 20 EF =1199
60288 21 9D 50 11 7E 57 CD 94 =853
60296 EB 21 BD 50 11 7F 57 CD =973
60304 94 EB 18 0E 06 08 7E CB =764
60312 3F 1A 17 12 CD 6E EC 10 =697
60320 F5 C9 21 82 50 3E 10 06 =773
60328 1C E5 A7 CB 1E 23 10 FB =959
60336 E1 F5 CD 6E EC F1 3D 20 =1355
60344 EE 21 82 50 11 61 57 CD =887
60352 CD EB 21 A2 50 11 60 57 =915
60360 CD CD EB 18 15 06 08 1A =730
60368 CB 3F 30 04 CB FE 18 02 =801
60376 CB BE F5 CD 6E EC F1 10 =1446
60384 EF C9 21 60 57 3E 8F E5 =1090
60392 D1 01 02 00 F5 CD 7D EC =1023
60400 F1 E5 ED B0 E1 3D 20 EF =1440
60408 21 02 40 11 40 40 CD 0C =461
60416 EC 21 22 40 11 41 40 CD =718
60424 0C EC 18 0F 06 08 7E CB =630
60432 27 1A CB 17 12 CD 6E EC =860
60440 10 F4 C9 21 1D 40 3E 10 =665
60448 E5 06 1C A7 CB 16 2B 10 =714
60456 FB E1 F5 CD 6E EC F1 3D =1574
60464 20 EE 21 5C 48 3E 22 E5 =792
60472 06 1A A7 CB 16 2B 10 FB =734
60480 E1 F5 CD 6E EC F1 3D 20 =1355
60488 EE C1 05 C2 01 EB 3A 08 =932
60496 5C FE 00 CA 80 EA C9 FE =1365
60504 20 20 05 2A 36 5C 24 C9 =494
60512 D6 20 2A 36 5C 24 11 08 =495
60520 00 47 19 10 FD C9 24 7C =726
60528 E6 07 C0 7D C6 20 6F D8 =1111
60536 7C D6 08 67 C9 25 7C 3C =871
60544 E6 07 C0 7C C6 08 67 7D =987
60552 D6 20 6F D0 7C D6 08 67 =1014
60560 C9 D5 11 20 00 19 D1 C9 =898
60568 51 C4 00 00 00 00 00 00 =277
STOP
```

Now, I've definitely had it up to here (about level with my nose) with scrollers. Until somebody comes up with a 3D, parallax, five-way scroller with musical accompaniment, I think we'd better draw the line there. And I really mean it this time. Get your Santa-like thinking caps on and come up with something really awesome. How about a program to make it snow, or one which enables you to craft expensive-looking gifts out of nothing. Anything but scrollers!

PITSTOPPER'S CHUM

by Charles Samson

How many times have you been halfway through entering a tremendously long Pitstop listing when your Speccy decides to crash? More than once, I'll wager. Annoying, isn't it?

The only way to avoid potential disaster is to save the listing every few lines, but this is both boring and easy to forget. But nay fret, Spec-chums! Cos here's Charles Samson to the rescue! His program relieves you of the burden of having to save regularly by doing it for you. You just give it the length of time between saves (from 1 to 255 minutes) and, regular as clockwork, it'll save the program for you. All you have to do is start and stop the tape when prompted. Brilliant, eh?

Just use the Hexloader to enter the hex listing below. Once you've done that, and saved it, use the following procedure to get it running:

CLEAR 64249,
LOAD "" CODE and load the code you just saved in,
POKE 64296, number of minutes between saves (1-255) and
RANDOMIZE USR 64524.

The program can be deactivated by typing RANDOMIZE USR 64253.

LIST 4

Hex Loader

```
64250 C3 04 FB 3E 3E ED 47 ED =1119
64258 56 C9 F3 08 F5 08 F5 E5 =1265
64266 D5 C5 DD E5 21 43 FC 34 =1264
64274 7E FE 32 C2 A9 FB AF 77 =1338
64282 23 34 7E FE 3C C2 A9 FB =1141
64290 AF 77 23 34 7E FE 01 C2 =956
64298 A9 FB AF 77 11 1A FA 3E =1069
64306 E5 32 25 FC 21 E1 24 22 =896
64314 2C FC 21 00 40 CD 21 FC =883
64322 06 1C 21 46 FC 11 00 40 =470
64330 C5 E5 D5 7E CD B5 FB D1 =1611
64338 E1 C1 23 13 10 F2 AF DB =1124
64346 FE E6 1F D6 1F 30 F7 2A =1097
64354 59 5C 11 CB 5C AF ED 52 =987
64362 22 3D FC 2A 4B 5C AF ED =968
64370 52 22 41 FC 21 01 00 22 =501
64378 3F FC DD 21 32 FC 11 11 =905
64386 00 3E 00 CD C2 04 DD 21 =719
34394 CB 5C ED 5B 3D FC 3E FF =1253
64402 CD C2 04 11 00 40 3E D5 =759
64410 32 25 FC 21 D1 14 22 2C =679
64418 FC 21 1A FA CD 21 FC DD =1272
64426 E1 C1 D1 E1 F1 08 F1 08 =1350
64434 C3 38 00 11 00 3D 63 D6 =642
64442 20 6F 29 29 29 19 C1 D1 =693
64450 D5 C5 06 08 7E 12 14 23 =623
64458 10 FA C9 00 00 00 00 00 =467
64466 00 00 00 00 00 00 00 00 =0
64474 00 00 00 00 00 00 00 00 =0
64482 00 00 00 00 00 00 00 00 =0
64490 00 00 00 00 00 00 00 00 =0
64498 00 00 00 00 00 00 00 00 =0
64506 00 00 00 00 00 00 00 00 =0
64514 00 00 00 00 00 00 00 00 =0
64522 00 00 06 00 21 00 FD 3E =354
64530 FA 77 23 10 FC 77 3E FD =1106
64538 ED 47 ED 5E C9 00 00 0E =854
64546 07 06 1C E5 7E 12 23 13 =468
64554 10 FA E1 24 0D 20 F2 C9 =1015
64562 00 42 41 43 4B 55 50 43 =505
64570 4F 50 59 00 00 00 00 00 =248
64578 00 00 00 00 50 52 45 53 =314
64586 53 20 52 45 43 26 50 4C =527
64594 41 59 2C 54 48 45 4E 20 =533
64602 41 4E 59 20 4B 45 59 2E =543
STOP
```

CRUMBS!

Hey ho, looks like we're out of space again. How come that always happens? *(It's called the end of the page. Ed)* If you'd like a place on the starting grid for next month's Pitstop, and the chance to win £50 or a *YS* badge, put a copy of your favourite home-grown program onto a tape or disk. Just post the whole lot to me at Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW.

GET TO GRIPS WITH THE FABBY
GRAPHIC ADVENTURE CREATOR

WHERE TO BEGIN

Very simple. All you do is press B from the main menu and tell the *GAC* which room you'd like your adventure to start in.

SAVING AND LOADING

Pressing S from the main menu will prompt you with "Data File" or "Runnable Adventure". Obviously the latter is the form you'll save your finished adventure in.

THE STATUS BOARD

This appears when you go into the graphics menu (G on the main menu) and, from left to right, indicates:

- Pen and Paper: the pen starts "off" the paper. The cursor can be positioned without the picture.
- Ink: shows the status of the background.
- Paper: shows the current status of the background (paper colour).
- X&Y: shows the position of the cursor, where the bottom left is x=0 and y=0.
- Last: shows the last command used.
- Pic: Indicates the picture you're currently designing.

GRAPHICS COMMANDS

Arrow keys (5,6,7,8)	Move the cursor.
Arrow keys & Caps-shift	Move the cursor in steps of eight.
L (1st press)	Line. Fixes one end of the line. Move the cursor.
L (2nd press)	Line. Fixes the other end of the line.
E (1st press)	Ellipse/Circle. Sets centre. Move cursor.
E (2nd press)	Ellipse/Circle. Fixes shape.
R (1st press)	Rectangle. Sets a corner. Move cursor.
R (2nd press)	Rectangle. Fixes shape.
D	Prints a dot at current location.
I	Ink colour.
P	Paper colour.
V	Flash.
B	Bright.
T	Text area and border colour.
G	Grid showing attribute positions.
F	Fills from cursor area in ink.
A	Fills from cursor area in paper.
S	Shades from cursor in a shade of paper/ink.
W	Draws whole picture.
M	Merge picture. Prompts for picture number.
C	Highlights cursor position.
Symbol shift and (5,6,7,8)	Steps through pictures to enable editing.
Symbol shift 5	Step back one command.
Symbol shift 8	Step forward one command.
Symbol shift 6	Step back five commands.
Symbol shift 7	Step forward five commands.
Z	Jumps to start of picture.
Delete	Deletes last command.
Caps-shift 9	Deletes from current position to end.
Break (1st press)	Prompts new picture number.
Break (2nd press)	Return to main menu.

CONDITIONS

Terribly important part of any adventure this. Y'see, the conditions make your game-world seem intelligent. Conditions tell the game, as long as certain conditions are met, it is to do something. *GAC* has got its own special format for writing these conditions, and it's very similar to BASIC. For example, a condition line might read:

IF (VERB 16 AND NOUN 2) LOOK WAIT END

The full list of conditions is given below...

DON'T PANIC!

To return to the main menu at any time, simply hit BREAK a few times.

CONDITION LIST

VERB x — Has verb x been typed in?
NOUN x — Is noun x typed?
ADVE x — Is adverb x typed?
HERE x — Is object x here? Where here is the present room.
CARR x — Is object x being carried?
AVAI x — Is object x available for use (ie here or being carried)?
x IN y — Is object x in room y?
WEIG x — Gets the weight of object x.
SET? x — Is marker x set?
RES? x — Is marker m reset? There are 256 markers. They are used to store information that can be in one of two states, such as door (open or shut), or a light (on or off).
CTR x — Gives the value of counter x.
x EQU? y — Is counter x equal to the value of counter y? There are 128 counters, they are generally used to store the number of moves since a certain event.
TURN — Gives the number of turns since the start of the game.
ROOM — Gives the room number of the room you're currently in.
AT x — Are you in room x?
condition AND condition Will give a true answer if both of the conditions have been met.
condition OR condition Will give a true answer if either condition has been met.
condition XOR condition Will give a true answer if one condition is false and the other true.
NOT condition Will give a true answer if the condition is false.
x < y — Gives TRUE if number x is less than y.
x>y — Gives TRUE if number x is greater than y.
x=y — Gives TRUE if number x is equal to y.
Gives a random number between zero and (x-1), so RAND 10 will give a random number between zero and nine.
VBNO — Gets the number of the verb in this command.
NO1 — Gets the number of the first noun in this command.
NO2 — Gets the number of the second noun in this command.

Action condition list

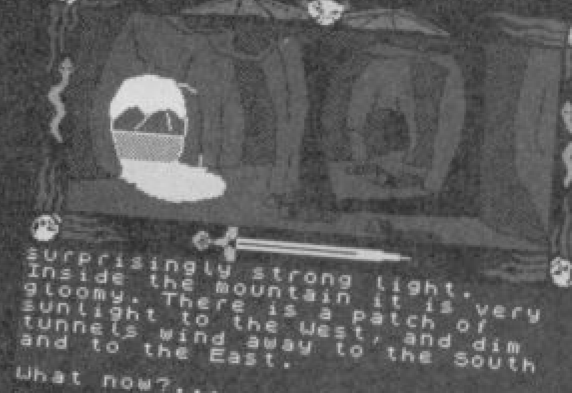
LOOK — Describe the room you're in at the moment.
DESC x — Describe room number x.
PICT — Turns the picture display on.
TEXT — Turns picture display off.
GET x — Get object number x.
DROP x — Drop object number x.
x SWAP y — Exchange object numbers x and y. Useful to exchange a lamp for a lit lamp.
OBJ x — Describe object number x.
LIST x — List all the objects in room x.
LIST WITH — Lists all the objects carried with you.
x TO y — Move object number x to room y.
SET x — Set marker x.
RESE x — Reset marker x.
x CSET y — Set x to be the value of counter number y.
INCR x — Increase counter x by one.
DECR x — Decrease counter x by one.
GOTO x — Go to room x and describe the new room.
CONN x — Checks through the connection table for a connection from the current room using verb x.
STRE x — Sets the maximum weight you can carry to x.
BRIN x — Brings object x here.
FIND x — Find object x and move to it (providing, of course, it exists).
SAVE — Save the current game position to tape or disk.
LOAD — Load a game from tape or disk.
WAIT — Wait for a new command.
OKAY — Prints "Okay" and waits for a new command.
EXIT — Stops the game. The player isn't asked, so its main use is when they're killed.
QUIT — Player is asked if he wants to continue. A negative reply exits from the game.
MESS x — Prints message x.
PRIN x — Prints number x.
LF — Prints a line-feed on-screen.
WITH — Is equal to the room number of where things are put when you're carrying them.
HOLD x — Holds up the game for x fiftieths of a second.
x+y — Returns the value of x+y.
x-y — You work it out.

NOUNS AND OBJECTS

Easy bit this. Nouns are the things that your adventure will recognise, such as books or swords. Objects are similar, but they can be moved around the adventure world and made to appear and disappear at certain points.

If, for example, you've got an altar which isn't going to go anywhere, simply define it as a noun. If you've got a sword, you'll need to define it as both a noun and an object, cos it'll be moving around with you. If you've got a lamp, you'll have to define it as a noun as well as two objects – both lit and unlit.

To enter an noun, simply hit N and to enter an object hit O. Then type in an identifying number and a description of the object or noun. Hit ENTER and you'll then be prompted to enter its start location. At this point you can give the item a weight and your adventurer will only be able to carry a finite number of items.



You can add a great deal of atmosphere to a location's description by bunging a fab piccie in with its room number.



That stream doesn't look too turbulent to me! Maybe it turns into a torrent near Bath.

VERBS

In order for your adventure to actually work, you'll need to be able to tell it what do. You do this by the use of verbs. For example EAT, DROP, WEST or UP. *GAC* includes its own list of verbs, but you can invent your own to suit your own adventure.

To enter verbs, simply go to the main menu and press V, then type in a number and the verb itself. For example, if you wanted to add the verb SCREAM, you'd type in:

1 SCREAM

If you want to verbs to have the same meaning, simply use the same number. So, using our example we could also say:

1 SHOUT

To edit your verbs, use the cursor keys to move the cursor to the appropriate verb. Then press enter and change your word. When you're happy with it press ENTER.

MESSAGES

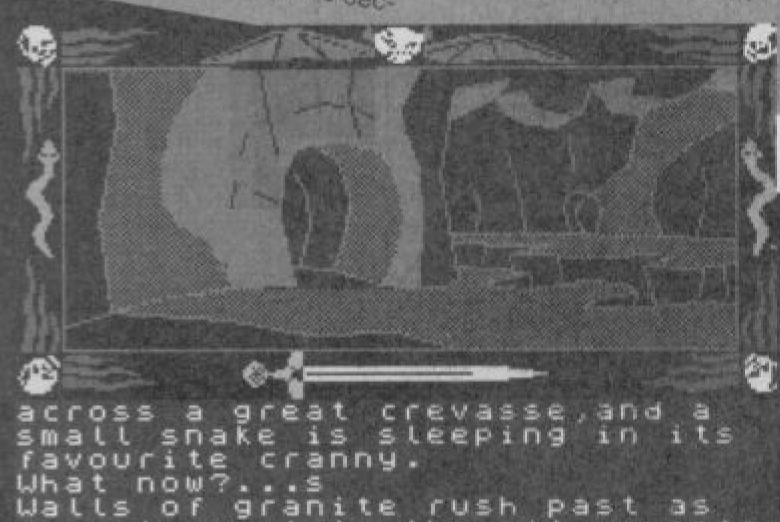
These are useful pieces of info which pop up at various points in the game. Some of these are common error messages, such as "Sorry, I don't understand that." However, you'll have to invent some of them.

GAC enables you to have up to 255 of these messages in memory at any one time. They can then be called at the appropriate part of the game. To enter a condition, simply type in a number and the message, for example:

3 There aren't any terylene tea-cloths in the sitting room.

GRAPHICS

Press G from the main menu and you can create graphics for the game. Within the graphics section you'll see a graphics window, a status board and a prompt asking for a picture number.



Personally, I'd be extremely surprised if a flipping great granite wall rushed past me. I mean, it'd have to be on its way to a wall convention or something.

IT'S SO EASY

To prove how easy it is to use the *GAC*, try typing in this code:

- Load the program and press T to load in Quickstart. Now press R, 1 and ENTER.
- Type in A Cave and ENTER (x3).
- Press BREAK, then CAPS-SHIFT followed by SPACE and ENTER.

You've just created your very own mini-adventure. It's not very thrilling, but it's an adventure none the less. To return to the main menu simply press BREAK three times.

ROOM DESCRIPTIONS

Room description actually refers to any location you want to create. For example a room could be a car-park, a pond or even a Tardis. If you've got enough memory you can use up to 9999 of these rooms. Rooms form the backbone of your adventure so it's best to work them all out before hand on a piece of paper, just like you'd create a map.

Press R, from the main menu and the prompt "Which room number?" will appear. At this point, enter a room number, press ENTER and type in your description, this can be up to 255 characters long. Now press ENTER and the prompt "Connections are?" will appear. *GAC* is asking you which locations link into this one. So if you have a car as a location, the back seat could be location one the front seat location two, the engine location three, the boot location four and the roof location five.

Using our example, if you wanted to link the back seat to the other locations, you'd type: NORTH 2, EAST 3, SOUTH 4, UP 5

At this point you can enter a picture number to use with that particular location. If you don't want to use a picture simply press ENTER.

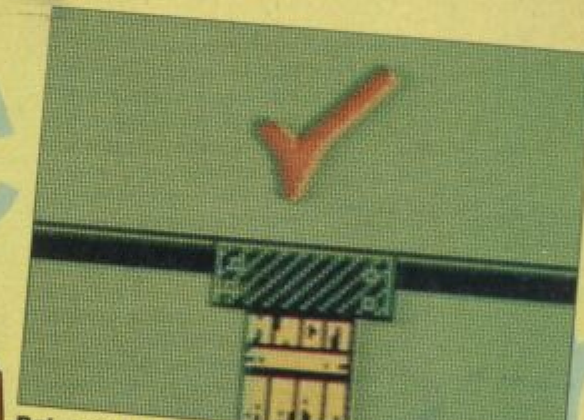
THINGS TO NOTE ABOUT CONDITIONS

- All conditions are operated left to right.
- *GAC* requires spaces both inside and outside brackets and also between words such as VERB and NOUN and their numbers.
- Conditions are checked at three different points, and entered as high, low and local priority. These priorities are set from the main menu, by hitting H (for high), C (for local) and L (for low).
- High priority commands are checked before the adventure prompts the player for a command.
- Local conditions are checked for after the player has entered a command, they deal with things local to a particular room.
- Low priority conditions are checked are a player command is entered. They aren't particular to any room.


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THE SHOE PEOPLE





Balancing the numbers is a bit tricky for young minds (and for ours, come to think of it), but when you get it right, you'll be congratulated.

Gremlin have just set up an ed-u-kay-shun-all software label. We packed James Leach off to see if they could drum any sense into that sweet li'l head of his.

A great man probably once said that education is one of life's important, er, things. And in a funny sort of way, he was right. Because when you think about it, you realise just how important it is that growing people cram as much information into their rapidly expanding skulls as is humanly possible.

Software companies are twigging onto this, and none more so than Gremlin. The Sheffield-based bods are launching an educational software label called, rather wittily, First Class.

The launch product for First Class is *The Shoe People* which is a collection of fun-filled games and activities for four to six year olds. The Shoe People is already established as a quality educational program for kids on ITV (it's even an award winner), and most of the characters in it pop up in the game too. These Shoe peeps aren't actually people, they are in fact just a varied selection of anthropomorphic (and in some cases orthopedic) footwear. As such, they appeal primarily to the four-to-six age group . Older kids are into Thundercats, and younger ones aren't noticeably into anything at all. Except crying and throwing up.





Who can resist such a lovely-looking apple? Even you, a humble boot, must get your vitamins somehow. Nosh away!

The games are designed so that children can play and learn on their own, each game is slightly harder than the one before. Gremlin point out that parental guidance is a bit of a must, especially when children are just getting the games. You've also got to decide whether you can trust your kid with something that is actually connected to the National Grid.

Kids are kept interested in the game by a rewards system. There are no punishments if the child fails, but the game always tries to end on a positive note by giving out a congratulatory message. If your kid can make it through the six games there's every chance that they'll be an astrophysicist by the age of 23.

The Shoe People has been approved by a whole Transit van full of leading educational experts and falls into line with current guidelines laid down by the new National Curriculum. So while your children are hammering away happily at the keyboard, they are actually being educated in a well respected manner. Kids today, eh? They'll be building fusion reactors next.



ADVENTURES OF THE SHOE PEOPLE

There are six absorbing games in *The Shoe People*, each featuring a different character from the TV show.

• TRAMPY VISITS HIS FRIENDS
Kids learn to recognise familiar words by associating them with known objects. Every time Trampy gets a word right, he finds one of his chums at home. If he gets it wrong then they're out.

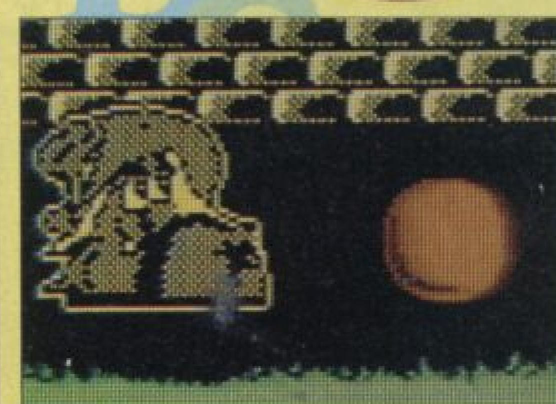
• SGT MAJOR SORTS IT OUT
Help Sgt Major recognise and sort out the colours, shapes and patterns of objects. They can be arranged into correct groups, so kids can see how well they've done.

• MARGOT'S MAGIC COLOURING
It's an art package, is this. Not a complicated one, but a lot of fun nevertheless. The idea is to fill shapes with patterns and colours, eventually creating a, erm, mess.

• THE GREAT ALPHABET ROBBERY
Upper and lower case letters have gone missing and you must help PC Boot find them all. It teaches kids the difference between the cases and let's them get on with it.

• WELLINGTON GOES TO THE PARK
A bit of maths creeps in here, with Wellington balancing things according to their patterns and their numerical values. It's simple addition, but it's a start.

• CHARLIE'S BIG DAY
The player must copy patterns on-screen in order to help Charlie remember his tricks for the Shoe Town fair. It involves more mathematics, but is not hard work. The idea is that it's all supposed to be great fun and totally unlike school. The fact that there's no teacher around helps.



Recognising some of the fruit and veg that you stumble across is all in a day's work for those ever-vigilant Shoe People. Oh, here's one now!

FAX BOX

Game	The Shoe People
Publisher	Gremlin First Class
Release Date	Mid December
Price	£10.99 cass £15.99 disk

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SPACE C

Beep your horn if you've played *Hero Quest* on the Speccy! Cor, that's a fairly large amount of beeps. It's certainly been a popular game. So much so that James Leach happily volunteered to be ejected into space to look at Gremlin's latest offering.

Actually, that intro bit is a bit of a lie. I argued against Hutch's plan and wasn't ejected into space at all. If I had been, I'd have died in about three seconds. Phew, what a lucky escape I had, eh readers?

Anyway, *Space Crusade* is a conversion of a board-game and it's set aboard a spaceship infested with terrifying aliens and rather awesome weapons. The plan is really rather simple. Get the weapons and destroy the aliens. So no problems there.

You control a group of five Space Marines. There's a Commander and four normal-ranking guys and you have a choice of missions. Select the one you want to have a crack at by moving the pointer over the right icon then hitting the fire button.



Firing at enemies is done on this 2D display. You simply select the weapons you want to use and aim the cross-hairs. Eat plasma, dude!

Yes, it's all Windows, Icons, Menus and Pointers (we're talking WIMPS here). The entire game can just about be controlled by the joystick (or, obviously, the defined keyboard) alone. Hurrah, as we at *YS* say.

The mens' briefs

Right. Once you've selected your missions, your men will get a briefing. This tells them (and you, if you're paying attention) what you've got to do to achieve the Primary Mission objective and score extra bonus-type points. Useful stuff to know, eh?

Now you choose which team of Marines you want to play. Up to three human players can take part in the game, with a whole team each. The computer always plays the aliens, so there can be no squabbling about who has to do that job. Unlike the board-game, which has to have a human player being the aliens.

Having chosen your team, you then have to decide which weapons best go with your outfit. This is one of the brilliant bits. I mean, choosing weapons in games is always a bit of a violence-related laugh. The Commander goes first, then the rest of the dudes. The important chap has three weapons to choose from. The first is a powerful mega-cannon which is big and powerful, but hardly accurate. Next is a smaller, but more accurate gun. Finally, there's a pistol thing which doesn't have a great deal of stopping power, but at close range it's a winner.

The hardware display doesn't have any names as yet, but no doubt the Gremlin bods will call them things like the RP 270 Plasma Quad Photon Blaster and the Z1000 Annihilator. Yes, that's what they'll call them, I'll be bound.

So the team are armed and dangerous now?

Yes indeedy, now you can start the Mission. Gulp! Each team (one



The bottom of the screen shows the movement and troop icons. Oh, look! One of the crew has been killed. All together now – aaah!

TEN FACTS ABOUT ALIENS AND MARINES

1. Aliens usually come from outer space. But some come from other countries.
2. People called Alan have a name similar to alien, but are usually human.
3. On Star Trek – The Next Generation, aliens all look like people with make up on and always give the Enterprise time to escape.
4. Aliens and Marines traditionally hate each other, ever since an alien was stood up on a date with a Marine in Lowestoft.
5. Marines, contrary to their name, don't spend their time underwater. Except when they're having a bath.
6. Aliens, although advanced, are actually pretty weedy. A couple of blasts from a shotgun usually does them in completely.
7. Marines have stupid haircuts.
8. But you wouldn't tell them that to their faces.
9. Actually, all this is made up cos aliens haven't been proved to exist.
10. Nor, for that matter, have Marines (*Oi! A Marine*)

CRUSADE

WHO ARE THE SPACED-OUT CRUSADERS?

It takes a special sort of team to accurately program such a complex board-game onto the Speccy. So without further ado, let's rip open the golden envelope, pull back the velvet curtain and snip that silky ribbon.

And the programmer is Paul Hiley! Yes Paul Hiley is the guy who coded the Spectrum and Amstrad versions of *Space Crusade*. Tremblingly, we shuttled up to his personal orbiting satellite and jacuzzi, somewhere above Hawaii. When we arrived, we asked him how difficult *Space Crusade* was to code.

Well the Spectrum hasn't exactly got infinite memory, so we had to pack an awful lot into a very small space. There's all the graphics, the icons, the figures and the map display to be plotted on the screen. It took up loadsamemory.

Do people still say loadsa?

No, I wish I hadn't said it now. Anyway, each player controls five characters in the game, all using an icon system (just like the sixteen-bit machines). Look! There's Africa passing below!

Anyway, what with up to 40 aliens wandering around, the game gets pretty hectic. All the aliens are intelligent, and follow you around. It should be well eerie.

What else? Oh yes. There are some wicked weapons in the game. Sort of cannons that can fire right across the board. Then there's lasers and small, sharp fruit-knives. I'm dead pleased with them.

Erm, okay, Paul. Who did the music?

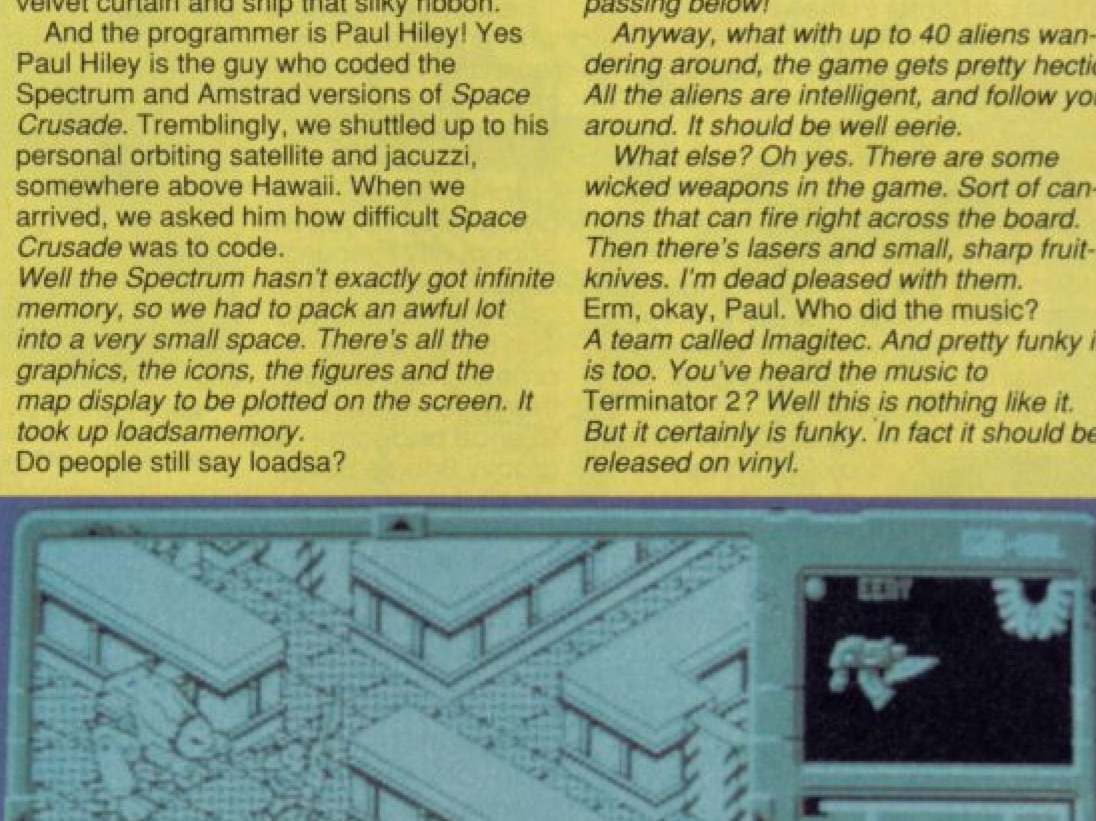
A team called Imagitec. And pretty funky it is too. You've heard the music to Terminator 2*? Well this is nothing like it. But it certainly is funky. In fact it should be released on vinyl.*

per player, remember) starts at the Docking Claw. This is also where you've got to end up when you've wiped out the aliens.

When it's your turn, you can move each man and/or fire his weapons. You can see what's going on by looking at the main window, to select one of your men just click on them. Clicking on an alien in the window gives you a spooky 3D view of that creature, and a little name tag for it. So you can call it by its name just before you blast it to oblivion, ha ha.

The small map window displays the mission map. Your Marines are shown as dots, which you can see moving around according to your orders. It all sounds very cute and attractive indeed. If you hold the fire key when the cursor/pointer thing is on the small map, you can blow up the area of the map it's over to appear in glorious 3D Spec-o-vision on the main display.

Fun, eh? Now you're set up and you know roughly what the idea is, what'll it be like to play?



Here come the troops! The main display shows the dudes wandering around the ship, guns at the ready. There's a useful map on the right, though, which makes everything much rosier in the garden. You can see what's around the next corner, for a start!

What'll it be like to play?

Well it'll be a bit like *Hero Quest*. You've got to wander around the spacecraft like a pack of scared kids, not knowing quite what is around the next corner. My bet is that it'll be aliens.

The fun of all this is in the hide-and-seek element. You know what it's like rushing around someone's garden after dark, don't you? I do, but then I was an incredibly popular kid and everyone wanted to play with me. (*Sad how he's fooling himself, isn't it? Ed*)

Like *Hero Quest*, there's a strong strategic element. What this means is that you'll have to split up your troops and use skill and judgment to place them around the ship. If you rush around like a gang of graffiti-spraying loonies you're bound to be wiped out in about four seconds.

This is because the aliens are massively intelligent and have a cunning plan or two up their collective sleeve. It's a challenge but, seeing as you can take as long as you like over your moves, you should be able to manage it. The idea is to plan your strategy in advance. If you can plan ahead and work out where your guys are going to be moving, kind of like a spooky 3D alien-related chess game, you'll be victorious. When you get back to that Docking Claw thing, you'll be assured of a hero's welcome. Hurrah!

FAX BOX

Game	Space Crusade
Publisher	Gremlin
Release Date	Feb 92
Price	TBA
Casserole	Beef 'n' Onion



WIN WIN WIN!

Sing-a-longa YS, with the great Lemmings Karaoke Compo



Lets face it, *Lemmings* has taken the computer gaming world by storm. Those furry fuzz-faces have appeared on the 16 bit computers and now Psygnosis have taken the admiralble decision of creating a version for the best computer in the world, the Cray XMP, ermm, the Speccy. So overjoyed were Psygnosis by their game that they've given us 500 quid's worth of prizes to spond out to you lot.

The idea of *Lemmings* is simple, these Lemmings aren't intent on commiting rodenticide, they just want to get safely to the exit. Thing is, they have absolutely no idea what fear is. They'll happily wander off the edge of a cliff or run along a very high wall just to see what happens. Their fate is in your hands and you've got to direct them.



Anyway, as *Lemmings* is a celebration of animal stupidity, we've decided to do a compo in the same vein. Sort of! Even if you never go to pubs or clubs (cos you hate the smoky atmosphere and loud young men called Trevor with fake US Army T-shirts, or maybe you're just too young at the moment) you must have heard of karaoke. Karaoke is, erm, loads of fun and very popular among the younger set. The idea is that you wander up onto the stage and sing along to a famous song which has had the lead vocals taken off it, thus opening yourself up to either adulation or heckling.



Now admittedly, some people have charming voices which are very easy on the eardrums. However, none of these people ever sing at Karaoke nights because, without exception, anyone who engages in this recreational sport is crapper than a waterproof tea-bag. We like to encourage crapness, so we're giving three of you the opportunity to sound crap in the sanctity of your own homes. We can bring you this amazing opportunity thanks to modern science and some dead groovy Boogie Boxes.



"Baby you can drive my car. Yes, I'm gonna be a star!" The *YS* team show the stars a thing or two. Move over Michael Hutchence, get out of the way Paula Abdul – you're crap!

Zee Questions s'il vous plait Cyril

"If you're in love with a beautiful woman... tum te tum..s. yodel." Lush and gorge, eh? That's just what the *YS* team sound like when they nip down to Karaoke night at Banana Bills in luvverly Bath. Like all the other painful singers down at the local rave-up club, they're crap. However if you're Wapping's answer to Derry out of EMF *(voice like an angel. Ed)* then read on and answer these musical questions:

1: Who are Andy the Ed's favourite band and what was their thoroughly wicked first hit single?

2: Is Linda into:
a) Swiss yodel music?
b) 19th century military marches?
c) Terribly obscure indie bands with thoroughly odd names like The Pastels and the BMX Bandits?



3: Which of the following songs do you think the Lemmings would be most likely to listen to:
a) Any Dream Will Do by Jason D?
b) The Theme from Inspector Morse by The BBC Midlands Light Harmonic Choral Chaps with Large Moustaches and Balding Heads?
c) Bridge Over Troubled Water by Simon and Garfunkel?



Think about it for a bit and then get those answers down on a postcard. Stick a stamp in the corner (make sure you put the Queen the right way up) and send it off to *Lemming? Isn't he that bloke out of Motorhead?* compo, *YS* compos, 29 Monmouth Street, Bath, Avon BA1 2BW.

RULES

✱ Nick Wilde and the other chaps at Psygnosis can't enter because the *YS* crew know for a fact that they're all appalling singers. It also goes without saying that no-one at Future Publishing can enter, because they're even crapper but sadly believe they're brill.
✱ I'm Andy the Ed and the crappiest singer on the planet, my decision is final. Mess me about and I'll sing to you.
✱ All entries must be sent in on the back of a postcard or stuck-down envelope.
✱ Get your entries to us by the 15th of January or the only singing you'll be doing is in the bath. This'll annoy your mum, dad, brother, sister and dog immensely. In fact, they'll probably pull your larynx out.

Dear *YS*, I could have sung all night and I think that the answers are:

A .... **B** .... **C** ....

My name is ....

My address is ....

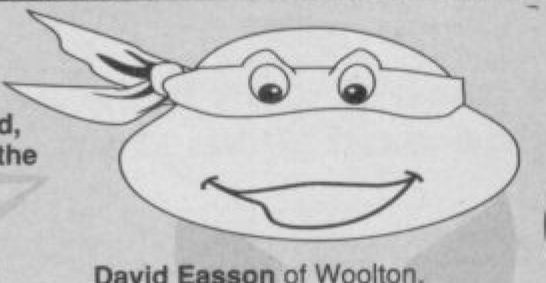
....

....

.... **Postcode** ....

COMPO WINNERS

Happy Christmas, Spec-chums! For a few lucky peeps, there's going to be an extra pressie under the tree this year.

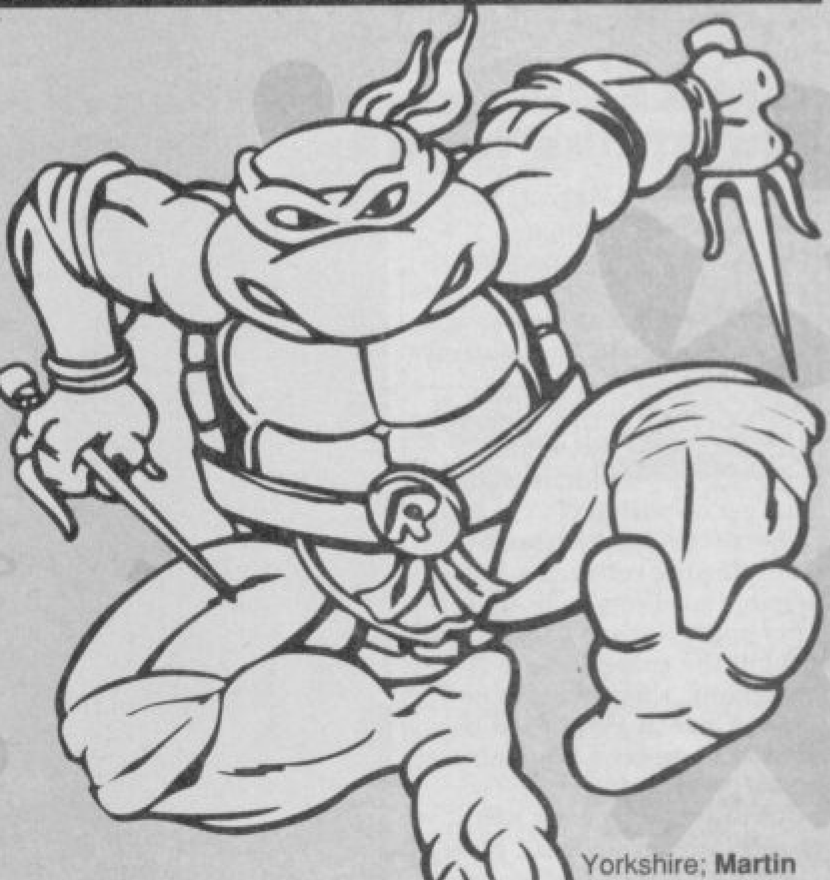


We've got bundles of goodies, including a state-of-the-art video recorder from our US Gold, *Mega Twins* compo. And the winner is...
Tor Justad of Alva, Clackmannanshire.

The ten runners-up get a rather spiffy goodie bag each...
Mauro De Moraes Vergne of Guadra, Brasil; **Steven Vosper** of Withernsea, N Humberside; **Damon Harris** of Northfield, Birmingham; **Eric Graham** of Londonderry, N Ireland; **Iain Catterick** of Aldeburgh, Suffolk; **Richard Hughes** of Mold, Clwyd; **Allison Swankie** of Netherton, Wishaw; **Tom Groat** of Longhope, Orkney; **M S Stone** of Gainford, Co Durham and **J Shields** of Belfast.

Hurrah! And there's more, here are the ten perky peeps who each receive a copy of UbiSoft's *Six Appeal*...
James Stenhouse of Thornton, Fife; **Tim Hards** of Bury St Edmunds, Suffolk; **Lee Smith** of Cardiff; **Alan Portman** of Warsop, Notts; **Allan Mapp** of Blackfords, Staffs; **Gordon Mitchell** of Aberdeen; **Adam Watson** of Swanbourne, Bucks; **David Easson** of Woolton, Liverpool; **Andrew Hamilton** of Grangetown, Sunderland and **Darren Worthy** of Chesterfield, Derbyshire.

What's more, 50 well rad *Turtles* goodie bags from those jolly chums at Mirrorsoft are on Santa's sleigh and winging their way to...
Lewis Griffiths of Quedgeley, Gloucestershire; **Selina Salisbury** of Pembury, Kent; **Andrew Malcolm** of Horsham St Faith, Norfolk; **Paul Breslin** of Dalry, Scotland; **Chris Mullen** of Glenrothes; **Stuart Harrison Hardy** of Sprotbrough, Doncaster; **Mike Walpole** of Bilbrook, Wolverhampton; **Matthew Cottrell** of Swindon, Wiltshire; **Graeme Cole** of Worcester Park, Surrey; **Richard Parry** of Shrewsbury, Shropshire; **Richard Spandley** of Woolbeding, West Sussex; **Alan Climer** of Cirencester, Gloucester; **Justin Cherriman** of Downley, Buckinghamshire; **Andrew Lindsay-Bethune** of London; **A S Lowan** of Gorleston-On-Sea, Norfolk; **Liam Gulloch** of Castle Town, Caithness; **Dean Mills** of South Humberside; **Samantha Carnley** of Kirkbymoorside, North Yorkshire; **Gerrard Walker** of Workington, Cumbria; **Kelly Young** of Stamford, Lincolnshire; **Arsenio Formoso Trillo** of London; **Dominic Evans** of Winchester; **Brian Smith** of Biddenden, Kent; **Jeffrey Love** of Dinas Powys, South Glamorgan; **Malcolm Gregory** of Surbiton, Surrey; **Stephen Smith** of Grimsby, South Humberside; **Lee Philpot** of Newport, Gwent; **Gary Zammit** of Southend, Essex; **B Neal** of Swansea; **Ros Shoebridge** of Bristol, Avon; **James Pope** of London; **Kevin Gentry** of Thundersley, Essex; **Philip Clarke** of Brent Pelham, Hertfordshire; **Luis Manuel Almeida Amaral** of Luxembourg; **William Champion** of Highfield, Hampshire; **Chris Power** of Bristol, Avon; **Carl Day** of Withernsea, North Humberside; **B Burton** of Bromley, Kent; **Alan Hiom** of London; **Darren Scaysbrook** of Shepshed, Leicestershire; **Sam Harvey** of Motherwell, Lanarkshire; **Stuart Jump** of Bolton, Lancashire; **Michael Smalley** of Hellifield, North Yorkshire; **Kenneth Hall** of Bearsden, Glasgow; **Stuart Muir** of Glasgow; **Timothy Robson** of Driffield, East Yorkshire; **Martin Peel** of Scarborough, North Yorkshire; **Richard Woodrow** of Bradford; **Christopher Booth** of Yarm, Cleveland and **Graham Castle** of Kilsby, Coventry.







Phew, eh? Right, what's next? It's US Gold's *Bonanza Brothers'* T-shirt compo. After much deliberation, our panel of art experts chose the following...
Brian Muir of Glenrothes, Fife; **Alexander Fentiman-Eales** of Southcote, Reading; **Zoe White** of Doncaster, S Yorks; **Stephen Birkett** of Winshull, Burton On Trent; **James Stafford** of Whitley Bay, Tyne And Wear; **Daniel Conquer** of Farnborough, Hants; **Michael Sawyer** of Caleham, Middlesex; **Richard Bradshaw** of Wells, Somerset; **Kevin Dempster** of Warrington, Workington and **Simon Perfect** of Blackpool, Lancashire

Simon Perfect? What a completely brilliant name. Last, but absolutely definitely not least, here's the chap whose going to have a lovely garden come the summer cos he's just won a strimmer! And it's...
Andrew Malcolm of Horsham St Faith, Norfolk. **Hurrah!**

YS ADVENTURES



TIM KEMP's very excited this month cos he's asked Father Christmas for a trip to a strange and withered land. Spooky!



Greetings fellow adventure addicts! And what a packed column we've got for you this time, so without further ado let's get on with it...

Captain Kook, written by Paul Cardin, received a terribly good review in these very pages a while back. If you bought the game and are struggling, then struggle no more! **Gareth Pitchford** has sent in these (and I quote) "rather weird tips for adventurers who don't like their hints too obvious". Here's Gareth's 'cryptic' hints for part one of the game. You can have part two next month.

* You'll be the one seeing red if you wish to avoid being dead.
* A large spinning disk forms a terrible health risk.
* If the read-out proves difficult then you should know what to do, on the glass you will find there's a much better view.
* If something isn't doing much then why not give it a touch?
* To get to the hatch make good use of a gift, a non golden ring might just give you the lift.
* If you're all keyed up there's only one thing to do, GO PAD, buttoned up after pressing key blue.



While you're recovering from those clues, let me just slip in a list of several titles you simply must buy as soon as poss! They're all written by Laurence Creighton and are published by Zenobi Software. They are all, without exception, stonkingly brilliant. These are the games to get... *Eclipse, Behold Atlantis, The Legacy, The Lost Temple, The Golden Pyramid, The Bermuda Triangle, There Is A Bomb Under Parliament* and *Treasure Of The Santa Maria*.

Each is packed with heaps of problems, lashings of devious twists and oodles of intrigue. The best news of all though, is that each one costs a paltry £1.99. If you can't splash out and buy all of them at once, then *The Lost Temple, Golden Pyramid* and *Treasure Of The Santa Maria* are good for starters. The place to send your orders to is: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Outside the UK add 50 pence per item to help cover the additional postal cost.

Right, what's next? Oh yes, ***Adventure Probe***. *AP* must be the longest running adventure fanzine. It's edited by Mandy Rodrigues and has recently passed the five year mark. Quite an achievement, I'm sure you'll agree? It's a multi-format 'zine with lively letters pages and the help-lines are truly helpful. (As you'd expect from a help-line.) If your fancy has been tickled, then send a cheque or postal order for £1.50 to: Mandy Rodrigues (*Adventure Probe*), 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

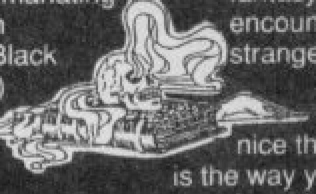
To my knowledge there is only one fanzine that is solely dedicated to adventures on the worlds greatest micro (that's the Spectrum I'm talking about). That fanzine is none other than ***From Beyond***, published by Tim Kemp (what a familiar name), and is available on a bi-monthly basis for £1.50. It's dead good. Honest! *From Beyond* deals with nothing but Spectrum adventures! If you fancy sampling the latest issue then a £1.50 cheque or postal order, made payable to Tim Kemp and sent to: Tim Kemp (*From Beyond*), 36 Globe Place, Norwich, Norfolk NR2 2SQ, will do the trick!

THE RETURN OF CLIVE WILSON

THE DARKEST ROAD

Clive Wilson's adventures were previously published by none other than Mastertronic. They were, in the main, either icon driven affairs or were different to your usual VERB-NOUN adventures. After a brief period of hibernation Clive has returned to the adventure writing fold, abandoned icons, and taken to the *PAW* (like a duck to water) rattling off three highly triff games in quick succession (all available from Zenobi Software). The first of his comeback games is *The Darkest Road*.

You play the part of an elf-type-adventurer who learns that his father and mother had bestowed upon him a rather special gift. This gift was called the Silent Song. As soon as you find out that you possess this strange gift, the black clouds of war begin to gather over your village – emanating from the far northern reaches where the Black Wanderer (boo-hiss) worked his wicked magic. Funnily enough, this also coincides with a stranger appearing and telling you about the evil events going down at The Pinnacle – the Black Wanderer's seat of power. (Hiss-boo.) After just ten minutes with the mysterious stranger, you find out how to use the power of the Silent Song to battle, and hopefully defeat, the deadly dark dude!





Exploring the land, searching for fun, fame, fortune (and a good punch-up) is a bit hazardous to begin with. There are plenty of good old fashioned problems to solve. Which means that the RAMSAVE and RAMLOAD options will come in handy, as you'll have to face a few annoying sudden deaths.

The first part of the adventure fairly rattles past, and there's enough excitement to keep you on your toes. It's a fantasy game so you encounter all manner of strange objects, settings, obstacles and characters. One nice thing about the game is the way you're led from one set of problems to another in a logical kind of way, though you are, on occasions, expected to be pretty spot-on with your commands. That small gripe aside, you'll find all the info needed to solve most of the problems readily available. You just have to search for it a bit.

The Darkest Road is well paced, has a wide range of problems and features and a rather nice line in location descriptions. One of the best aspects of the game is that any attempt at doing something the wrong way usually results in a helpful message. As a final swirl of icing on the cake, there's also a few well placed screen and sound effects.

TEXT	■■■■■■■■□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■■□□

KOBYASHI AG'KWO:

The second of Clive's games is the follow up to one of his Mastertronic titles. The title doesn't refer to a place, person or indescribable thingy. It is, in fact, a test that Immortals must go through to prove that they are worthy of being an Immortal.

Your game objectives are simple; find a measly four objects that are hidden in four different zones on the planet. Although you're an Immortal, you're the first to face this new trial of skill, stamina, wit and intelligence. Despite having a name that suggests life everlasting, you'll certainly suffer a few deaths in the course of the game, most of which are of the sudden variety. Never mind, at least you learn a little bit more about the game every time you perish.

To get the ball rolling you have to beam down into a specific zone. Once things are up and running, collect all the objects you can and use them at a later date (maybe in other zones too). Whilst happily adventuring you'll be kept informed of your progress by a small red box at the top of the screen. There you'll find the amount of credits you've amassed, your stamina level, a timer and, most important of all, a counter showing how many of the four artifacts you've successfully collected. Clive seems to have a flair for writing evocative location descriptions and matching objects with the general adventure setting, so nothing looks too out of place. He also manages to cram in a lot of helpful messages which, should you find yourself doing the wrong thing, always prod you in the right direction. Everything you come across, or find after a search, should be thoroughly examined. Nine times out of ten there's loads more to be found out from an extended perusal of surroundings and objects. For the most part the game contains no graphics. But when you examine certain objects and characters, your eyes will be assailed by highly stylised graphical representations of the examined items.

You can make swift progress, which seems to suggest that the game will be a walk over. But, cos it's so easy to miss an object, that's not the case. You'll think you're doing well and are coming to the end, only to discover that you are nowhere near to scoring the magical 100%. *Kobyashi* has a good story, good measured gameplay and some refreshingly tough problems. The usual Zenobi price of £1.99 makes it all the more attractive. A good buy all round!

Both games cost £1.99 and are available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

TEXT	■■■■■■■■□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■□□□

COUPON CORNER

It was around this time last year that **Gilsoft** knocked up a special *Professsional Adventure Writer* (or *PAW* for short) Starter Pack. And now they've done it again! The Starter Pack contains the instruction manuals, an information guide and a *PAW* cassette. What's more, you can upgrade it to the full *PAW* system at a later date. These fine things usually cost £9.95, but you can get your mitts on one for just £7.95! So if you feel a game welling up inside you, you'd better fill in the coupon.

To: Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

FROM:

Name ....

Address..

....

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....

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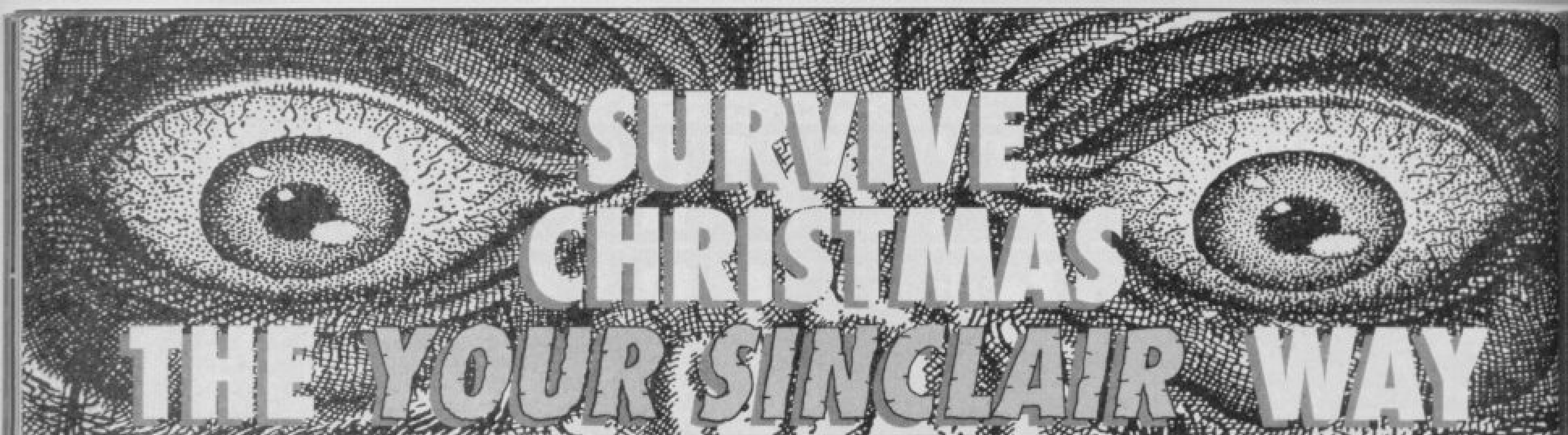
....

Postcode ....

Dear chappies, here's a cheque/postal order for £7.95. Now send me one of those beaut *PAW* Starter packs. Cheers!

Ten Themes, Novels, Characters or Films that are prime Speccy adventure material, but will, due to Copyright etc, never see the light of day:

1. Star Trek.
2. Michael Moorcock's Elric.
3. Judge Dredd.
4. Silence Of The Lambs.
5. Halo Jones.
6. Planet Of The Apes.
7. Doctor Who. (Probably never even see that on TV again!)
8. Blake's 7.
9. Little House On The Prairie. (Being repeated on Channel 4 on Sundays.)
10. Absolutely anything by H G Wells. (Well, not 'til he's been dead fifty years at any rate!)



SURVIVE CHRISTMAS THE YOUR SINCLAIR WAY

Everbody knows that Christmas is a very stressful time of year. But simply follow the *YS* step-by-step guide and you *cannot fail* to have an amazingly fun festive period. (And you'll also get to do whatever you want).

Five ways to cope with Christmas

❄ Slob out and watch everything on telly (even the Open University). Tell your relatives that you're studying it in depth for a school project, so nobody must disturb your viewing.

❄ Give everyone trendy 'green' (and, coincidentally, dead cheap) presents like a *Grow Your Own King Of The Forest Kit.* An acorn or conker in a matchbox, in other words.

❄ Spend as much time as possible asleep in bed. If questioned, say that Christmas is a religious time and you need solitude and tranquility to realise it's full significance to mankind. Then go back to sleep.

❄ If you're caught stuffing your face with sweets and fizzy pop, say that, like Good King Wenceslas, you're celebrating the Feast Of Stephen, and, as Stephen hasn't turned up yet, you're pigging out to get a head start on him when he arrives.



❄ On Christmas Eve, give away everything you own, even your clothes, to charity. You'll feel very virtuous. And the next day, when you get crap cardigans and socks and stuff from your aged rellies, you'll be genuinely grateful (thus pleasing them too).

Five ways to really annoy people on Christmas day

❄ Remove Uncle Cyril's false teeth while he's asleep in front of the Queen's speech and give them to your new puppy to chew on.

❄ If you can't bear the thought of watching The Sound Of Music for the fifth year running, detune all the channels on the TV and video except Channel Four, which will be showing reruns of the Chart show all day. Parents can't operate TVs or videos so you'll be able to enjoy funky music all day.

❄ On Christmas Eve nip down to the local grocery shop and buy up their entire stock of batteries.

❄ Don't eat any of the chocolates or sweets which you get for presents, then eat absolute wodges of nosh at lunch. You'll therefore deprive a brother or sister of their rightful portion of nosh. Y'see, mums never cook that much for kids at Christmas, they just assume that they'll have stuffed their faces on scrummy goodies.



❄ Put all the clocks and watches in the house forward by two hours. This way you miss the 9 o'clock sermon at your local religious establishment and get to open your presents two hours earlier. You also get round to Aunty Bertha's place only to find that she's gone off to her Chrissy day whist drive. Worra shame!

How to avoid arguments

❄ Eat your brussel sprouts. Nothing annoys mothers more than their offspring leaving anything green on the side of their plates.

❄ Wait a couple of days before you play your new record, even though you've been wanting to hear it for ages. Your parents will get really angry and vow never to buy you another record.

❄ However, the same rules don't apply to them. They'll spend all of Christmas morning blasting out Nigel Kennedy's version of the Four Seasons or the latest Barry Manilow album. You can avoid this by not buying your parents any crap records..

❄ Don't eat the chocolates off the tree 'til after Boxing Day. They're not there for your benefit.

❄ On opening your pressie from Auntie Marge and Uncle Pete don't say any of the following..."But that's exactly what you gave me last year.", "Bleurgh!' or "What a stinge."

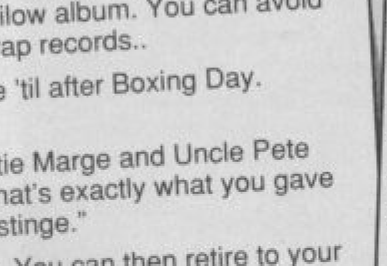
❄ Pretend you've got food poisoning. You can then retire to your room and have Turkish Delight brought up to you.

❄ Fall asleep in front of the TV.

❄ Let your mum watch The Wizard Of Oz, even though there's an Indy film on the other side.

❄ Be really nice to everyone. This is incredibly difficult and is a sure way of having a completely crap Christmas.

❄ Alternatively you can just spend the entire festive period arguing about anything and everything. A great time will be had by all.



Ten things to avoid during Christmas

❄ Little And Large's Christmas Show, cos it's obviously recorded at the height of summer.

❄ Helping aged relatives. Simply pretend you've eaten too much and can't physically move.

❄ Star Wars, cos everybody has seen it 122 times.

❄ Rushing downstairs on Chrissy morning without slippers on and ending up with feet like pin-cushions cos of all the pine needles.

❄ Russ Abbot's Christmas Madhouse, cos it's never funny.

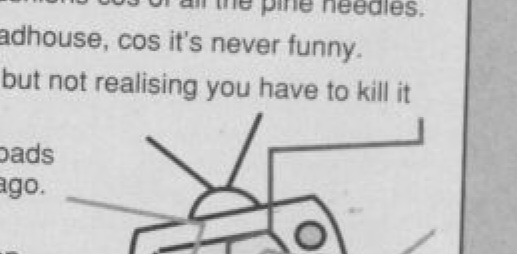
❄ Offering to stuff the turkey, but not realising you have to kill it first.

❄ Letting on you discovered loads of your presents two months ago.

❄ Having to wear the itchy jumper your aunt has just given you.

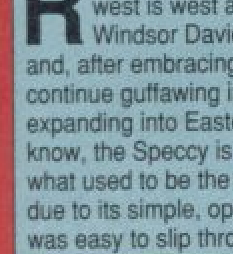
❄ Pretending to laugh at the crap 'joke' inside your dad's cracker.

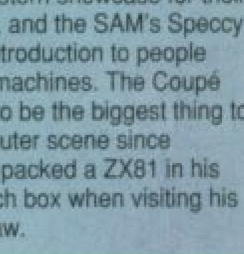
❄ Clearing up after everybody's left. It's far easier just to move house instead.



So there you have it. Loads of ways to make sure that you have a Spec-alicious Christmas. Remember, Spec-chums always come first, so it doesn't matter if the entire family are watching the Queen or the Bond movie, just unplug the TV aerial and switch on the Speccy for a quick blast of your fave game. If they complain, remind them that Christmas is a time for goodwill, and they shouldn't be so selfish.

THE YS SEASONAL SAM SPECIAL!



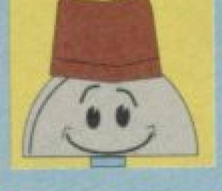


Season's Greetings, and a hearty welcome to one and all. I don't know about you, but I'm suffering from the effects of several days of pre-Chrimble jollity. This is a bit of a shame seeing as I've got this humungous SAM Speech to get through. How can I possibly survive a three-page overview of the SAM scene, simply crammed to the brim with news, reviews and compos all to do with the cuddly Coupé? Ah well, pass the Alka-Seltzer and we'll get on with it.

SAM NEWS

Go east, young SAM!

Remember the old adage 'east is east and west is west and never the twain with Windsor Davies', or something? SAMCo do and, after embracing the spirit of 1992, look set to continue guffawing in the face of tradition by expanding into Eastern Europe. As you probably know, the Speccy is a runaway success behind what used to be the Iron Curtain. This is not only due to its simple, open-ended design, but also cos it was easy to slip through Customs! The boffins out east had no end of fun tinkering about with it and jazzing it up with home-made interfaces. Now the Coupé is establishing itself as the Speccy's natural successor, some local agents are already selling SAMs modified with printer and modem sockets. Computer manufacturers have tried breaking into Eastern Europe before, but most of them have been scared off by the widespread piracy. This might sound bad but, to be fair, this is usually the only way to get any software in these countries. SAMCo have jumped straight into the fray by foxily distributing their original software at the same price as the copied version. These deals work both ways – there are some thunderingly good programmers over there, and SAMCo are aiming to provide a much-needed Western showcase for their work. It's all terribly exciting, and the SAM's Speccy compatibility is a valuable introduction to people aching for cheap, powerful machines. The Coupé could just possibly turn out to be the biggest thing to hit the East European computer scene since Percival Thunk accidentally packed a ZX81 in his knapsack instead of his lunch box when visiting his Czechoslovakian sister-in-law.

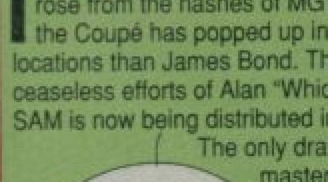


PD VFM, okay?

Public Domain software is defined as, "...software that remains the copyright of the author, but which can be freely copied between individuals. It can also be distributed by PD libraries, provided they have the author's permission and charge only for their services." Basically, it's a smile-wideningly inexpensive way of building up your Coupé disk collection. With everything from film animation demos to word-processors available, it's a far cry from the cheap 'n' nasty service it's sometimes made out to be. Just to add that extra smidgeon of professionalism, producers can apply for membership fo the SAM Coupé Public Domain Software Association. Fair trips off the tongue, doesn't it? This is an umbrella organisation which acts as a central contact between customers and all the PD libraries, rapping the knuckles of any member whose service isn't up to scratch. The SCPDSA (as everyone calls it) also publishes *SAMsational Software*, a quarterly PD catalogue chock-full of wibble-free reviews. The cost? In a special offer exclusive to people, £2.00 for 3 issues including a dandy demo disk. It's a great introduction to the rather wonderful world of SAM PD. Incidentally, from next year the catalogue will appear on disk at an increased price, so get those orders in sharpish!

Jet-set SAM in mind swap shock!

It's been just over a year since SAM Computers rose from the hashes of MGT, and in that time the Coupé has popped up in more exotic locations than James Bond. Thanks to the ceaseless efforts of Alan "Whicker Man" Miles, SAM is now being distributed in fifteen countries. The only drawback to all this masterful marketing is that the phenomenal jet-lag leaves SAMCo's resident Harlech Globetrotter strutting round in a wide-lapelled disco suit thinking it's 1974. *(Eh? Ed)*



To celebrate the Coupé's transformation to globetrotting status, SAMCo are making their blue-toed baby even smarter. In a spectacular display of generosity guaranteed to melt even the stony heart of Ebeneezer Scrooge's slightly grumpier cousin, they're whisking the 256K Coupé out of the basic SAM pack and replacing it with the super-sexy 512K model. The new bundle, cunningly called SAM 512, includes the brain-boosted Coupé, a disk drive, four packed software disks, loads of manuals and a big cardboard box – all for £199.99, the same price as the old pack. Hurrah! Existing Coupé users haven't been forgotten either – the 256K upgrade has dropped £10 to an amazing £29.99. It's enough to make you jump in the air and click your heels together in a comical manner, it really is.

BLUE ALPHA HARDWARE COMPO

Win a Voicebox, a Sound Sampler and a Joymouse! Just answer the following question...

What is an allophone?

A. The variant form of a phoneme.

B. The correct term for a collection of sculptured bookends.

C. A small and slightly absentminded rodent that attacks it's prey with a banjo

Send you answer to "*Samta, Samta, the man with the pink bow-tie is telling fibs again compo*", SAM compos, *YS*, etc.

The 'zine scene

The SAM fanzine market has taken off in a big way. There are literally quite a lot of 'zines around, both printed and disk-based, all packing a snappy mix of news and reviews, reports and wrinkles. Almost every mag contains an introductory machine-code course. Spooky, eh? These are run by fans for fans, they're jammed full of home-grown programs and tip-filled letters. There are also astonishingly knowledgeable articles covering everything from book reviews to hardware projects to professional wrestling. Come with me now as we take a peek at six fanzines drawn entirely at random from the pile of, um, six on my desk.



ENCELADUS

Blazingly polished and possibly the finest-ever SAM disk mag to be named after an astronomical body. *Enceladus* features some of the very best demos and routines around. The editorial side isn't bad either. Buy it and goggle. Then when you get bored of goggling, load the disk.
£2.50, £12 for 6 issues.

SAM SUPPLEMENT

Spankily-presented and with something for everyone, the *Supplement* is especially hot at encouraging DIY programmers. Basically, if you make the effort to write it, then they'll run it. Probably. Dave Tonks, the Ed, also cocks a snoot at the Amiga by converting top demos to the Coupé - and jolly good they are too. Less a mag, more a user club on disk, and cracking stuff.
£2.00, £10 for 6 issues.

FRED

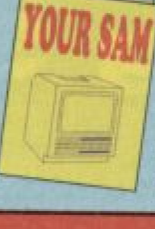
Snazzier then William "Snazzy" Flute wearing an exceptionally snazzy dinner jacket, *FRED* is a disk mag that sparkles in every department from its top-quality contents to its new-every-issue front-end. A terrific all-rounder that earns extra brownie points for printing the contents on the disk label.
£1.50, £15 for 12 issues.

SAM ADVENTURE CLUB

Brand-new and box-fresh, this is one darn good read of a disk mag. An extremely promising debut which also includes a Speccy emulator and that nudge-nudge classic *Behind Closed Doors*. A barg by anyone's reckoning.
£1.00, or free if you send a disk and two stamps.

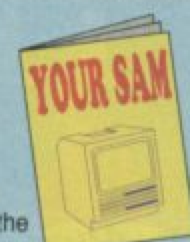
ZAT

Smart title, smart mag. A bi-monthly, printed SAM/Speccy zine, it strikes a balance between games (lots of reviews) and the tecky side (lots of programming articles). It also features a well-drawn and fashionably-incomprehensible comic strip, and has started its own PD library. Rather fine, to put it mildly.
80p + stamp, £5.50 for 6 issues (ask about overseas rates). The prices are set to rise after Christmas.



FORMAT

Magazine of the INDUG user group and Top Dog of the 'zine scene, *Format* has just passed the four-year mark with all the slick professionalism of a printed mag that boasts its own ISSN number. Serious but never dull, it covers both SAM and the Speccy, and is stuffed to the staples with jolly informative articles and programs.
£1.25, £12 for 12 issues (£16 overseas).



FANZINE PACK COMPO

Win five subs to each of *SAM Supplement, ZAT, FRED, Enceladus, Format* and *SAMsational Software*, as well as five copies of *SAM Adventure Club* and the brand-spanking-new *ZAT* spin-off SAM *Quartet*!

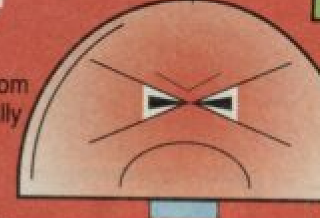
What was the name of the fanzine run by *YS* bods Jonathan Davies and Rich Pelley?
A. *Your Other Sinclair*
B. *Spectacular*
C. *Lepidopterists' Weekly*

Send you answer to *"Samta, Samta, I want to be seen in the keen 'zine scene compo"*, SAM compos, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW.

Impatience

FRED/£9.99

The premiere release of *FRED* magazine's software arm, *Impatience* is a twin-pack of mouse-compatible puzzler games. The main attraction of the pack is *Triltex*, a match-the-tiles affair with a sneaky twist: the titles are stacked anything up to seven deep. Naturally, this means you have no idea if your cunning strategy is correct until you reach the bottom of the stacks, and usually find one tile left over. Each of the twenty levels is scattered with special symbols, such as transporters, flippers and the boon-or-bane bombs which destroy their four adjacent tiles. Be warned – this game is knuckle-gnawingly hard!





It's also incredibly likeable, what with the presentation buffed to a shine and loads of friendly features such as a password system, and a non-fatal time limit that awards an extra life if you beat it. To put it simply, *Triltex* is the kind of game you'll switch off in fury, but swear to beat *next* time.

The Viking Game runs at a different pace altogether. It's an adaptation of a 1000-year-old strategic brow-furrower for two players, defender and invader. The game centres on the capture or escape of the defender's King. Moving like the rook in chess, pieces are taken by being trapped between two of the opponent's; or in the case of the King, by being completely hemmed in. It's smartly programmed, but there's some awful slow music and an unnecessarily obscured King. It's all good, clean fun but, to be honest, I can't see what advantage it has over the board game.

So there you have it. A sizzler and a fairly good supporting act – a lot for your crumpled tenner. It's got to be a Megagame. And it is. Hurrah!



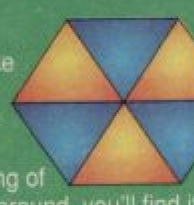
Here's Miss Mary Miggins before she tried brand new Oil of Poolay moisturising cream, out now in an ecologically sound inner tube!

90°

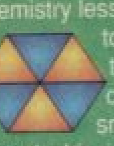
Hexagonia

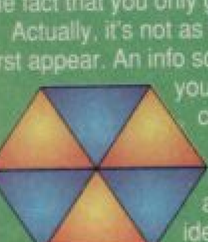
Revelation/£9.99

Hexagonia is the first SAM game to come out of Eastern Europe, and it's a hideous revenge for all those hours spent snoozing in chemistry lessons. You've got to slot together atoms in order to form increasingly complex molecules. The snag is that once an atom is sent whizzing on its way it won't stop until it hits a wall, or another atom. Just to complicate matters, some walls break on impact, while others are rubber and bounce the atom away. Oh, and on later levels the walls turn invisible. The whole thing is made a tad more difficult by the fact that you only get one life?



Actually, it's not as hard as might first appear. An info screen shows you how the completed molecule should look, and the basic idea is really simple. In fact, it's a bit like those plastic sliding number puzzles. Once you get the hang of flinging atoms around, you'll find it all jolly addictive. Best of all, if you make a mistake you can usually get back on the right track, rather than having to give up. The other good bit is that there's no time limit, instead your score is constantly counting down. With seventy atom-packed levels there's plenty to exercise your little grey cells, and a neat password sytem cushions the blow when you get stuck. To cap it all, the soundtrack is full of jaunty ditties and clangy effects; while the graphics are smooth and clear, if a mite unpolished. Overall this is a playable puzzler that you won't beat in a week. Molecule you'll be playing for months, so up and atom! *(You're fired. Ed)*





64°

Impatience compo

Win five copies of the Megagamed *Impatience* from FRED!

Who supplied the voice of Fred Flintstone?
A. Mel Blanc
B. Frank Welker
C. Alan Reed

Send your answer to *Samta, Samta, I've joined the dots and want to win a pumpkin compo"*, SAM compos, *YS*, etc.

THE RALPH GLITZY AWARD FOR BEST SAM GAME OF 1991

Thangyew, thangyew. Good evening ladies and gennelmen, my name is Ralph Glitzy and welcome to the show. Well, there was really no competition for this internationally respected and highly prestigious award – the winner was chosen by 100% of the voters, or in other words me. It is of course, that wunnerful, wunnerful 13-level arcade-adventure – the game that's like taking part in a Douglas Fairbanks' picture – *Prince Of Persia!* Here to accept the award and tell us a little of how the game came about is the wunnerful, wunnerful programmer, Chris White.



Erm, hello. First of all I'd like to say I'm delighted at winning this internationally respected and highly prestigious award. Ahem. Right, Prince *started off as a demo showing the main character animation which was painstakingly hand-drawn after hours of studying the PC version. About this time I was helping out at Enigma (although I've not had a game published before, I wrote* Frustrate *which became* Pipemania*) and Wayne Hay suggested I show the* Prince *demo to SAMCo. I nipped along to one of the All Formats shows and loaded it up on their display Coupé. After the wild cheering and passing-out subsided, I was whisked off to show Domark (the licensors) and hired to write the game proper. Getting started was the trickiest bit – the rest was just monstrously difficult. Ahem. I'm really proud of the game – it's one heck of a deviously-addictive swashbuckler, with graphics that have twice as many frames of animation as the ST version, and don't slow down when there's a lot on-screen, which the Amiga version does. Hee, hee, hee!*

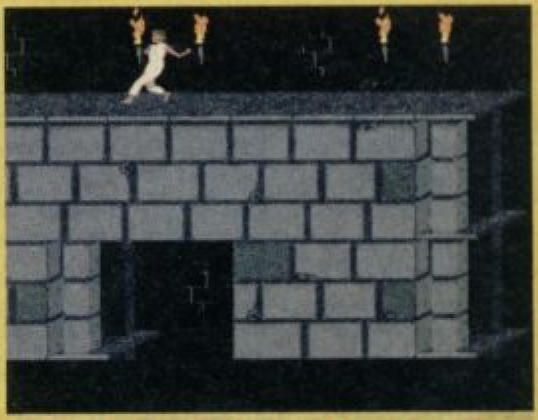
Basically, I wrote Prince *to show people that the Coupé is just as good as the 16-bits, if not better. I'm now working full-time for SAMCo so I'll be writing games that'll really stretch the computer. Watch the skies! Or the SAM Shop shelves, or something.*



Thangyew, thangyew, that was wunnerful. Well ladies and gennelmen, that's all we have time for. Take care, and remember – you're all wunnerful, wunnerful people. Ha ha. What? You want to know about *Prince Of Persia*? Well, go and read James' Megagame review in issue 70, you lazy devils. You can order a copy from Back Issues on page 76. What a service!

THE WUNNERFUL FACTS ABOUT CHRIS WHITE

- He's 23 years old.
- He was born in 1968.
- He used to manage a pub.
- He can't count.
- Sorry, he can count, that was a misprint.
- Working for SAMCo is his first job in computing, and he's been programming since he was nine.
- Though not without breaks, obviously.
- He likes Chinese food.
- He probably watches television.
- He's the richest man in the world.
- Sorry, that was another misprint.
- He is just so wunnerful that we had to put an extra fact in.



"Oh I am so happy. I've got a funky torch. Now all I need is a darn good read and a red brick, eight foot porch."

HARDWARE ROUND-UP

The SAM comes with an internal slim, swish and speedy Disk Drive already fitted. This can cram 780K of data onto a standard 3.5" disk. There's room for another SAM drive inside the Coupé, but if you've already got a suitable machine then the **External Drive Interface** will allow you to use that instead. It costs £29.99 and as a bonus, includes an RS232 port. This handy connector also features on the £29.99 **Communications Interface**, alongside a parallel printer socket. Coupé add-ons don't have edge-connectors, so you'll have trouble trying to use more than the one peripheral at one time. Unless you invest in a £49.99 **SAMbus** which comes complete with a battery-backed-up clock and allows you to plug in four interfaces, or further SAMbuses simultaneously. Where will it all end?

If you feel that 512K of memory is rather piddling in this age of gigagoogolgogglebytes, you're in luck. The Coupé can pack up to four funky **One-Meg Memory Upgrades** (£79.99), giving you, um, four-and-a-half meg to play with. If you're not a tecky person though, you'll need **MasterDOS** to get the best out of it. In fact, if you're not a tecky person at all, you'll probably be more interested in **The Messenger**, a nifty gadget that zaps your treasured 48K Speccy games onto SAM disk. It costs £39.99 and was covered in detail by Spec Tec back in issue 68. Take a peek at Back Issues on page 76.

BG Services have released the **SAMplifier**, a £20 device that turbocharges the Coupé's sound output and redirects it to a 3.5mm jack plug socket, suitable for personal stereo headphones. The company also sell mini stereo speakers at £5 a pair. Last but not least, there's the Blue Alpha trio of goodies. The **Voicebox** is an allophone-based speech-synthesiser, a little indistinct but great fun. The **Sampler** comes complete with microphone, and is the only SAM peripheral so far to use the 1mb memory pack. Sampling quality is impressive, but the editing software is just about adequate. Still, a new version is being written even as you read this. The **Joymouse** is easily addressable from BASIC, but also plugs straight into the joystick port - this means that it's compatible with almost all SAM software. The three cost £39.99, £49.99 and £39.99 respectively, plus £2 p+p. They're currently on special offer, so knock £10 off those prices. By the way, Blue Alpha is considering a **Colour Video Digitiser**, but they need to know if there's a market for it...

Badge compo



Win 25 snazzy SAMCo badges. Hurrah!

What does SAM stand for?

A. Some Amazing Micro
B. Son of Alan Miles
C. Cos his legs are in the way

Send your answer to "*Samta, Samta, I want to win one of twenty-five snazzy SAMCo badges. What a giveaway compo*", SAM compos, *YS*, etc.

POST BOX

Here's a list of SAM bods. Don't forget – an sae will help to keep down costs, as the famous saying goes.

- **SAMCo**, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Tel 0792-700300
- **News Hotline** (at fiery prices) 0898-299380
- ***FRED***, 40 Roundyhill, Monifieth, Dundee DD5 4RZ. Tel 0382-534201.
- ***Enceladus***, Graham Burtenshaw, 6 Rawlins Ave, Worle, Weston-super-Mare, Avon BS22 0FN.
- ***ZAT***, PO Box 488, Tweedale, Telford, Shropshire TF7 4SU.
- **SCPDSA**, 42 Eaton Drive, Kingston-Upon-Thames, Surrey KT2 7QT.
- ***SAM Supplement***, 37 Parker Street, Bloxwich, Walsall W53 2LE Tel 0922-406239.
- ***Format***, 34 Bourton Rd, Gloucester GL4 0LE. Tel 0452-412572.
- ***SAM Adventure Club***, Phil Glover, 43 Ferndale Rd, Hall Green, Birmingham B28 9AU.
- **BG Services**, 64 Roebuck Rd, Chessington, Surrey LT9 1JX.
- **Blue Alpha Electronics**, Ynysforgan Farm, Morriston, Swansea SA6 6QL. Tel 0792-310865, 2pm – 4pm.

Sadly, it's time for me to teeter out of the *YS* Shed and into another freezing winter night. You know how it is – people to see, presents to buy, headaches to curse. I'll leave you with this seasonal thought: if you hear a thin voice warbling off-key carols as you luxuriate in the warmth of your imitation coal fire, then reflect on the spirit of Christmas and invite the singer in for dinner. After all, it is the season of goodwill. Besides which, the tuneless wretch is most likely to be me, as Andy has just refused to lend me the bus fare home. ♫ Jingle SAM, jingle SAM, jingle SAM Coupé... ♫



■ Spectrum +2A for sale with joystick, £400 worth of games and over £120 worth of mags. Games include *Total Recall* and *Nightshift*. Worth over £600, sell for £200. Also 48K for sale. Needs new membrane (£5), sell for £20. **Phone Mark on Leicester 386454.**

■ ZX Specy +48K, with around 30 games including good ones like *Led Storm*, *Midnight Resistance* and *Quattro Sports*. All leads, Cheetah joystick, user manual and a programming book. Sell for £55 without cassette player, £65 with one. **Phone 091 268 2448 and ask for Richard.**

■ Spectrum 128K +2A with lightgun. Hardly used, excellent condition. 15 magazines with cover tapes and over 150 excellent games (including *Robocop 1* and *2*, *Sim City*, *SWIV*, *Chase HQ* and *Batman*). Worth well over £500, will sell for £225 ono. **Phone 0268 750165 after 6pm.**

■ Spectrum 128K +2, dual Kempston interface, joystick, many new full price games (including *Carrier Command*, *Myth*, *Man Utd Europe*, *Sim City* and *Coin Op Hits 2*) Plus! £100 of Spectrum mags. Worth £900 in all. Sell for £200 ono. **Phone Sam after 5pm on 0494 728458.**

■ Microdrive cartridges – £1.25 each. Interface 1 and Microdrive – £32. AMX mouse and mat – £27. **Call 0779 79699.**

■ For sale: Spectrum +3, TV, cassette recorder, leads, Multiface 3, disks, games on disk, £1000's worth of cassette games, two joysticks, lightgun, magazines, books and manuals. All for £290. **Phone 0909 563229.**

■ Spectrum +2A Actionpack for sale. Also Multiface 3, lightpen, six expensive books and six expensive games. Worth £300, accept £150. For software worth £160 will accept £50. **Ring 0242 581232.**

■ Atari ST boxed with joystick, magazines and over 20 games: £180. **Phone 021 730 2261.**

■ Spectrum +2 *James Bond* pack with lightgun, joystick, nearly 200 games and drum machine. Also 30 mags. All this for £190 ono. Will throw in a 48K Spectrum with leads. **Call James on 0621 741550.**

■ For sale – lightpen for Spectrum +2 and games (*Aliens*, *Chuckie Egg 2*, *Trap Door*, *Rebel*, *Battle Field* and *Rambo*). Good condition, £20 ono. **Phone Plains Farm 5220663.**

■ Spectrum +3, boxed, £100's worth of new disk games, word processor, many tape games, good tape recorder, all manuals and leads and two joysticks, £150 ono. **Phone Stuart on 0462 711127.**

■ Spectrum 48 – £35 + £6 postage. Spectrum 128 +2 – £60 + £6 postage. Spectrum +3 – £70 + £6 postage. Serial printer 8056 – £20 + £6 postage. Microdive cartridges – £1.25 each plus postage. Mouse and *Artist 2* – £22 + £2 post. Power supplies – £5 + £5 postage. **Ring 0257 278464.**

■ Spectrum 48K for sale with new power pack, leads, dual interface and Crusier joystick with 10 games for £90. I also have over 110 mags with 250 covermount games. Will sell everything for £190 ono, or £1.50 for each mag and tape. **Call 077 84194 afer 6pm.**

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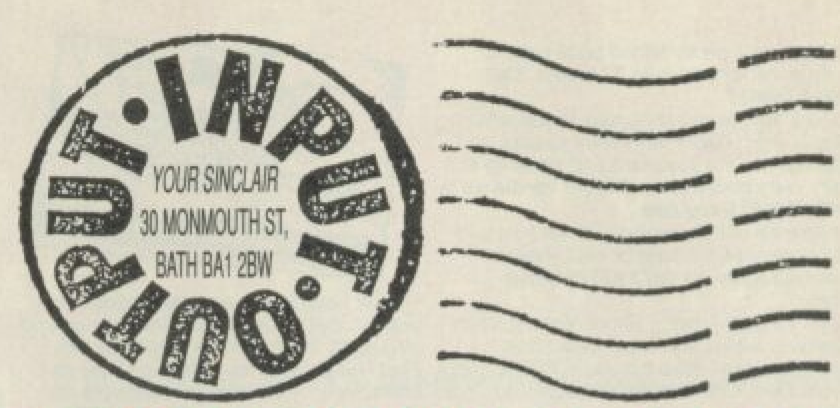
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■ Wanted! *Flying Shark*, *Plotting*, *1942*, *Xenon*, *Italy 1990*, *Vigilante*, *Ghost Busters 2* and *Microprose Soccer*. Will buy for £3 each. **Phone Ben on 0258 72517 4pm – 8pm (not Mon or Tues).**

■ I have a Spectrum +3 and would like to swop my *NARC*, *Skate Or Die* and *Ghouls And Ghosts* for disks of *Hard Drivin'*, *Chase HQ 2*, or *Lotus Esprit Turbo Challenge*. Originals only. **Phone Jeff on 0903 242488.**

■ Wanted desperately - *MERCS*. Will swop *Operation Thunderbolt*, *Back To The Future 3* and *Red Heat*. All my games for *MERCS*. Its a brill offer! **Call Paul on 021 328 5850.**

■ Wanted! +3 Manual. You name price. **Ring Pete on 0892 548704 after 4.30pm.**

■ Wanted! *Night Shift* or *Gremlins 2*. Will swop *Batman The Movie*, *Trap Door*, *Ghost Busters 1* and *Postman Pat*. I'll throw in *Pitfall 2* for free. Also wanted - *North And South*. **Phone Christopher on 041 775 0448.**

■ Does anyone have the full instructions to the *Alternative World* games or the full solution to *The Hobbit*, I'll gladly pay for both. **Ring 0458 43794 and ask for Charlotte.**

■ Wanted - *They Stole A Million*. I will swop five games for just this one game. I have a wide selection of software. **Tel 0679 66591.**

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■ I need a printer for +2A, a Kempston interface, *Rainbow Islands* and *New Zealand Story*. Will swop, originals only. Must be in good condition. **Ring Fergus on 081 578 0852.**

■ Wanted – Printer for +2A/+3. Must be cheap. Preferably Epson FX80 compatible, but not essential. **Call Stevie on 0387 51393 after 5pm.**

■ Wanted – ZX or Alphacom 32 printer. Must be in good condition. **Tel 0772 725157 and ask for Julia.**

■ Urgently wanted! *European Super League*. I wil swop for *Sim City*. **Phone Martyn on 0772 685530 any day after 4pm.**

■ Wanted – *MERCS*. Will swop *Power Drift*, *Hard Drivin'*, *Buggy Boy* and *Saboteur*. All my games for one of yours, or I will have *Total Recall* or *Shadow Dancer*. **Phone Paul on 021 32858.**

■ Wanted – Multiface 3 and user manual for Spectrum +3. Cash paid. **Phone Sean on 0279 452370.**

■ Wanted – your *Strider*, *ST Dragon*, *Switchblade* and *SWIV* for my *R-Type*, *Taito Coin-op Hits*, *The Untouchables*, *Hard Drivin'*, *Tasword 2*, *Thunderblade*, *Silkworm* and a fiver. Thats 14 games and money for your four! **Originals only. Ring Scott on 0742 643634.**

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■ Wanted – *MERCS*. Will swop for *Quattro Sports*, *Yie-Ar-Kung Fu*, *Thunder Cats* and *Street Figther*. **Phone Paul on 021 32 85850. Hurry up.**

■ Wanted – 16K RAM pack for ZX81. **Ring Ian on 061 456 1471 any time.**

■ Wanted – *GAC*. Will swop for *Typhoon* and F15 *Strike Eagle*. Originals only, you must collect. **Phone after 6pm and ask for Richard Dudley on 236 041.**



■ Inter League! A new mail league. Sign players, get charged because your ground isn't up to Taylor Report standards etc. First two games free plus cup semis and finals. Speccy games and hardware can also be won. **For more details call Kevin on 0236 26756.**

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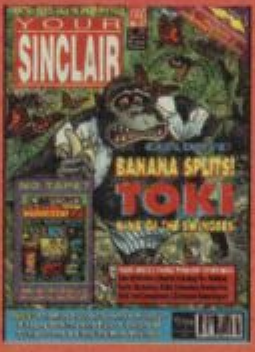
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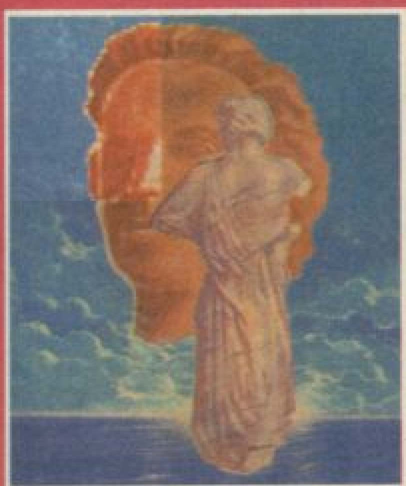
Down:
1: The brilliant (but often maligned) chap who invented the calculator *and* the Speccy. (8)
2: Dizzy is one. (3)
3: The lovely cheery chaps who grace the cover of this issue. (8)
6: Santa says this three times. (2)
8: A metal spike used to attach bits of wood to each other. (4)
9: The editor's first name. (4)

Across:
1: The world's favourite computer. (6)
4: An old horse, or what your mum does when she's annoyed with you. (3)
5: A friend, especially of the Spec variety. (4)
7: *YS*'s funky staff writer. (5)
10: Bright lights, most often seen at Piccadilly Circus in London. (4)
11: Greek chappy called Homer wrote this in 870 B.C. (5)
12: Noisy or boisterous boys who don't have very good manners. (4)

Jot your answers down on a postcard and send them off to: *YS* January Crossword, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW. First one out of the hat gets three free games and some *YS* goodies! Good luck!

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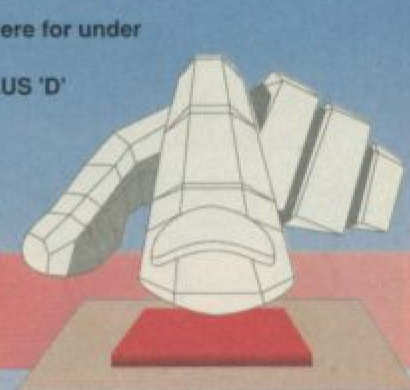
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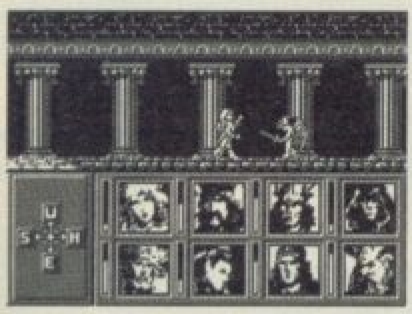
REPLAY

In an effort not to appear Dutch, we've got hold of the brightest reviewers and the newest games. And it's all for you!

HEROES OF THE LANCE

Kixx/£3.99

Ahem. *Heroes Of The Lance* was originally a *YS* Megagame, although for the life of me I can't see why. I've checked to see if the issue it appeared in was April (it wasn't, so it couldn't have been a joke), I've checked to see if the reviewer in question actually exists (he does) and so I can only conclude that, heaven forbid, we were wrong. The aforementioned reviewer will never work in this town again.



So I said to him, I said "What are you doing in this strange land?" and he said "Some late Christmas shopping". And then I killed him.

I'm stalling a bit here, but frankly I would have had more fun trying to load the latest Roxette album into my poor unsuspecting Speccy than this. Not that it isn't well programmed, it's just that this kind of game needs a certain something if it's to make the crossing from the role playing Dungeons and Dragons universe to the Speccyverse. To be quite frank, having dismantled the cassette with a sharp knife and a screwdriver (cross-point head), I can't find it anywhere. Personally I found it monotonous, fiddly, unbearably complicated, monochrome, very very dated and I kept getting killed. *(Poo. Ed)* The menu system is a danger to your sanity, and the only way to fight is to hack away until one of the opponents is dead. The plot is unhelpful in the extreme, something about collecting the Disks of Unpronounceable from a ruined city. I've got nothing against this type of game and I'm not trying to be controversial or anything, but somehow *Heroes* and I didn't click. We just sort of rubbed uncomfortably against one another.

Rich

37°

TURBO OUTRUN

Kixx/£3.99

One thing that can indubitably be said about the *Outrun* series is that they've got a lot better – *Outrun* was crap and *Outrun Europa* was pretty brilliant. *Turbo Outrun*, the middle one, was somewhere in between. Average, if you like. Or quite good. That sort of thing.

What you may not know is the actual differences between *Turbo* and the highly aclaimed original. Well, I'll tell you, this time you race across the entire US from New York to Los Angeles. Along the way there are varying weather conditions in the form of snowy mountains, sunny deserts and rainy cities. There are also road barriers, puddles and bumps. And, erm, that's about it really.



Huh! These Ferraris are terrible! 0 to 60 in 2 seconds? I could faster on Andy O's crap bike. Still it's got a nice stereo, so mustn't grumble.

Apart of course from the Turbo boost that can allegedly get you through the levels. But the overall increase in speed is so suspiciously small that I'm going to be ruthless and complain. It's not too slow, but it's jerky and rather hard on the eyes – not very *Chase HQ*-like if you ask me. Another grumble is that quite often your own car sprite obscures the other cars in front of you. This is very frustrating.

Turbo Outrun is cheap and fun, but it's also a jerky, repetitive multi-load.

Rich

66°

TURRICAN

Kixx/£3.99

MEGAGAME

Turrican is a bloody good game. So good, in fact, that my friend from across the road has stolen my copy. Never mind, at least I got to play it first.

Turrican is possibly one of the most blathered about platform games in the somewhat historic history of history itself. It's a lot more than just a platform game – it's a large platform game. Just take this issue of *Your Sinclair*, remove the staples and spread the pages over the carpet of your favourite room. The covered floor space still won't be as large as the first level – that's how big it is.

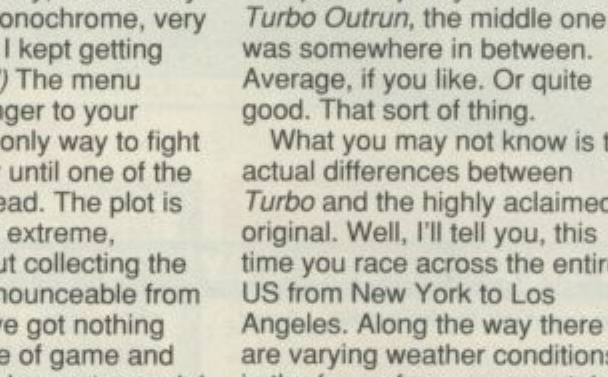
It's also a shoot-'em-up, 'em being the entire mobile alien population of the Universe. As an exploratory game, you get to wander around levels looking for secret caches of weaponry. This can really take it out of you, and your time limit. Oh, and it's a multi-load too.

In true xenophobic tradition you're given a plot which is about as likely as Rolf Harris. Still, what really matters is that you get to deal out some loud, colourful and extremely painful death. There are six possible ways of destroying any one nasty, so you really are spoilt for choice. As for variety, there's loads of it. Each level has its own theme and new nasties emerge each time; twice as big, four times as deadly and dripping with slime.

There are but two niggles – there appear to be no 128K extras, and it doesn't wait for a fire press after loading in levels. But apart from this, I can't find a single fault. If you poor deluded souls haven't already got this, I suggest that you dash out and get yourself a copy pronto Tonto.

Rich

90°



Watch in amazement as different-coloured things drop out of the sky and land on the ground in piles.

DRAGON SPIRIT

The Hit Squad/£3.99

Only the other day I was trying to work out how many shoot-'em-ups featuring dragons I've seen and I came up with three – *Thalmus* (ancient), *ST Dragon* and *Dragon Breed*. A few days later, yesterday in fact, whilst on the toilet I wondered "what made them so good?" Whilst on the loo later that day I realised that it was because you actually used parts of the dragon to help you – its firey breath to flame baddies, its tail to curl around you and protect you or to whip nasties with.

Continued on page 84

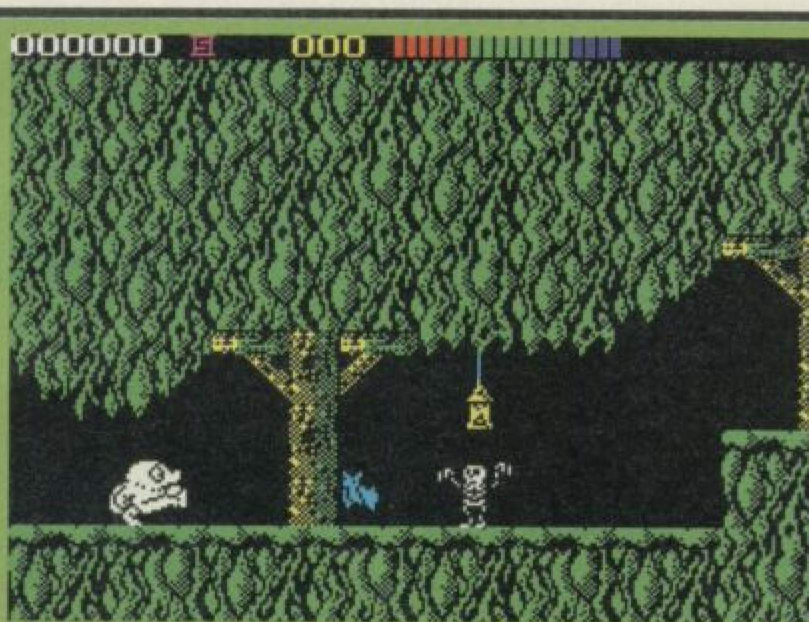
Compilation

Chart Attack

Gremlin/£15.99

MEGAGAME

Gremlin, possibly the finest-ever software house to be named after a mythical beastie, have released a pack of its latest hits. It's called *Chart Attack*. And, if you'll just pay a nominal fee, remove your coats and outer garments, then follow me into this dimly lit tent, you'll most likely see what can only be described as a review of it. *(Oh dear, oh dear. Ed)*



In an attempt to stop the skeletal ghosts attacking him, Monty does his rendition of a Sonia dance. And it works! The skeleton, seeing the dance, crumbles into dust and vows never to buy another Sonia LP.

Ghouls 'n' Ghosts

Buckle on that trusty sword, take off that obviously twentieth-century wristwatch and hide those incriminating bicycle clips. For it's time to hop into Specydom's most famous underwear as *Ghosts 'n' Goblins* crashes back into half-life. Slicker, more playable and even tougher than the original, this new spook-'em-up also features a natty arsenal of add-on weapons and the chance of being turned into a duck. Let no man say that weirdness ever stands in the way of true genius.Tragically, however, only the 48K version is included in the *Chart Attack* compilation, so denying 128Kers a truly dazzling soundtrack, but judged on gameplay alone this is mean, and mightily addictive.

92°



Hello stranger. I greet you in traditional fashion by hurling an axe at your throat. Yes, *Ghouls 'n' Ghosts* is certainly spirited.

Impossamole

If you're a fan of burrowing creatures in general, or if you are only interested in moles, settle down into a comfy chair and prepare to read with interest (and a little sadness) the sentences that follow. From the talent behind *Rick Dangerous* comes the pointless updating of *Monty Mole*. Five big levels of flashily-presented platform action seem to promise a game to pop your TV tube. Unfortunately *Impossamole* must have been crossing his little furry fingers. It's slow, linear and frankly dull, nowhere near the standard of *Rick* and hundreds of light-years behind Pete Harrap's original *Monty* trilogy. Not bad, more of a mistake.

62°

Shadow Of The Beast

An enormous punch-while-you-puzzle platform game that boasts atmospheric graphics and a high degree of playability. It wouldn't be dreadfully incorrect to compare Shadow Of The Beast to a veritable Eiffel Tower amongst small bungalows, or even a large Transit van among those bubble cars you sometimes see. It towers over the gameless Amiga version, you see. *Beast* overflows with sneakiness, fast action and most of all, fun. A beast buy. *(Aarghh! Ed)*.

86°

Supercars

Superprint with attitude, this is a hee-uge scrolling race game with chassis armour and car-to-car missiles and the emphasis is on tyre-burning manoeuvres. As you plough on with these, you'll feel the need to rebuild your car from time to time. Gremlin, clever Sheffield-based souls that they are, have considered this, and have given you extra armour, better weapons and even more powerful cars. All you need is the dosh to collect 'em. And you only get that by skilful and unimaginably violent manoeuvres. Yes, you've got to ram opponents and manufacture pile-ups whilst hurtling round a nightmare track of junctions, tunnels and underpasses. Outstandingly playable.

86°



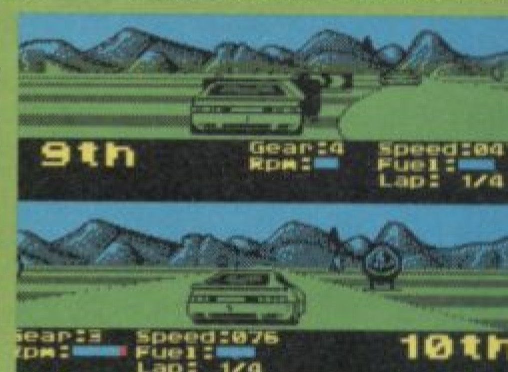
I may be smaller but I'm faster. So if you don't get out of the way I'm going to tie a sausage to your gran and call myself Toby.

Lotus Esprit Turbo Challenge

This is one of the better tie-ins, because it doesn't continually throw the licence in you face. Both the one and two player modes are dead spiffy. The idea is to watch your half of the horizontally split screen whilst, if another player is racing, he watches his. Get confused between the screens and not only does the car seem to stop responding to your joystick movements, but it seems to be doing everything your human opponent wants it to. And the other car seems to crash, looking like nobody's controlling it at all. Spooky, until you realise your mistake *(Actually, if you're that stupid, you deserve to lose! Ed)*

Anyway, whether pranging the wing mirrors of horribly competent computer drivers or belching fumes over your fuming best friend, *Lotus* is tremendously enjoyable. The small playing areas combine with the roller-coaster landscape to increase the excitement, as you're often driving blind. My only quibble is that the cars are confusingly identical. First gear. Sorry, rate.

84°



If I just stop here, Ican drag on of these big arrows into the road, thus puncturing his tyres when the rounds the bend, ho ho.

A good spread of genres and four excellent games make *Chart Attack* top value for money. Put it on your Chrissy list now.

90°

Ten baffling things popularly attributed to Gremlins

1. The sporadic breakdown of allied machinery during the second world war.
2. The Tay Bridge disaster.
3. The destruction of Kingston Falls.
4. Gyles Brandreth.
5. The absence of point six in any top ten list
7. The Ford Edsel.
8. Baby gremlins.
9. March 15th, 1962.
10. Gyles Brandreth again.



And Lineker passes to Bull, who passes on the inside to the dragon. The dragon rushes up, staying on-side, and blasts over the mountains to get into fantasy land, where he can exercise his shooting skills...

So imagine my surprise when *Dragon Spirit* popped through my door for reviewing. I immediately loaded it up, had a few goes, sat on the lav for inspiration, and came up with this analysis.

Dragon Spirit isn't as successful as all the other games with dragons in cos the dragon has nothing to do with the game. You simply scroll vertically up the screen, shooting other dragon-related things whilst flying over the sort of scenery you'd imagine dragons to fly over. In the arcade, the graphics would probably make the game look quite innovative, but here it looks identical to about fifty other shoot-'em-ups including *Flying Shark* and *Gemini Wing*, the only major difference is the redefined graphics. Fans of this sort of thing can't go wrong cos the game's got some neat touches and plenty of power-ups. But all in all *Dragon Breed* gets neatly filed away in the box at the corner of the shed marked 'vertically scrolling shoot-'em-ups that are all the same', where one suspect's it will stay for some time. Hardly the thinking man's shoot-'em-up. **Rich**



OPERATION THUNDERBOLT

The Hit Squad/£3.99

Operation Thunderbolt is an into-the-screen shoot-'em-up which is viewed from the first person perspective.

YS MEGAGAME

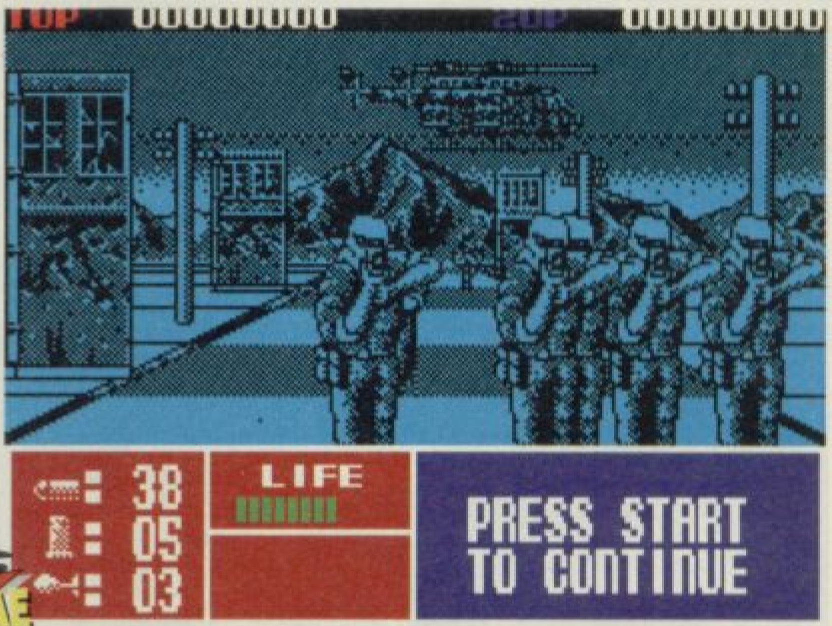


There's an interesting twist in that the baddies look as if they are shooting out of the telly screen and directly at you. For added realism you can shout "ouch" every time you're shot. If you want to make things even more realistic you could point a toy gun at the screen and shoot "bang", whilst cunningly using the other hand to play the game.

The idea is to shoot absolutely everything on screen except the hostages. You're supposed to be saving them, although the temptation to blast them is somewhat overpowering. Ammo is strictly limited, but more can be picked up along the way. Without doubt, or any form of bias, the best conversion of all 8 and 16-bit games was on the Spectrum. It's quite phenomenal that any home computer can cope with five large baddies, a helicopter or two flying above, and a two-player option. But guess what? The Speccy can. It's fast, it's frantic, it's varied and it's great with two players. It's been cloned but this is the original (well, the follow up) and the best. Cripes – another *YS* Megagame. **Rich**







Oh no! It's the crack Making-farting-noises-with-their-armpits division. You'll need to call in the special Whoopee cushion brigade to beat em!

CHASE HQ

The Hit Squad/£3.99

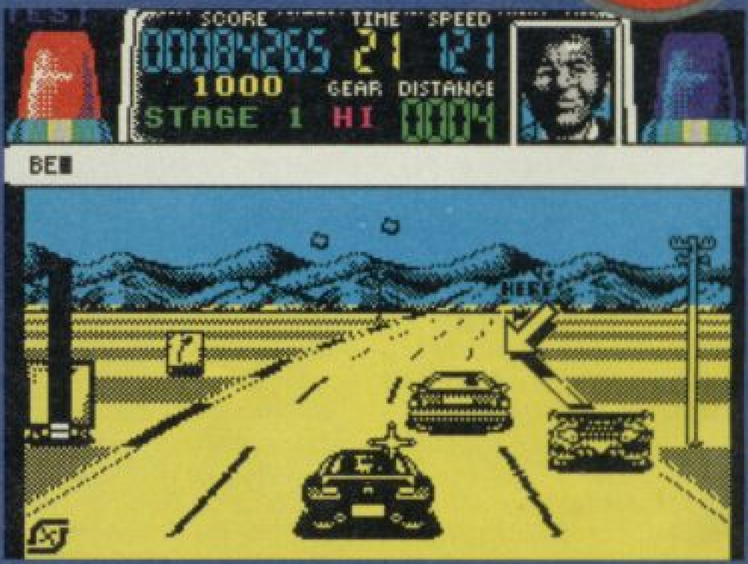
YS MEGAGAME

YS Megagame, *Crash* Smash, *Sinclair User* Classic, *C+VG* Hit, *Games Machine* Star Player, *What Toaster?* Best Buy, *Goat Breeders' Gazette* Recommended Purchase... need I go on? *Chase HQ* was a confirmed classic when it first packed its bags and made its lonesome journey from coin-up to computer conversion back in 1989. Luckily, it was at least one and three quarters times as good on the Spectrum than on anything else. The super-fast and smooth graphics (minus colour), the sound (yes, sound, including digitised speech), the playability, the addictiveness. All this, and practically everything else in the coin-up seemed to have been miraculously squeezed into our rubber keyed chum, just going to show the Spectrum is by no means on its last legs. (Which is quite ironic because the legs fell off my Speccy years ago.) I'm beating rather annoyingly around the bush again, but I hardly know where to start – even though I've almost finished the review.

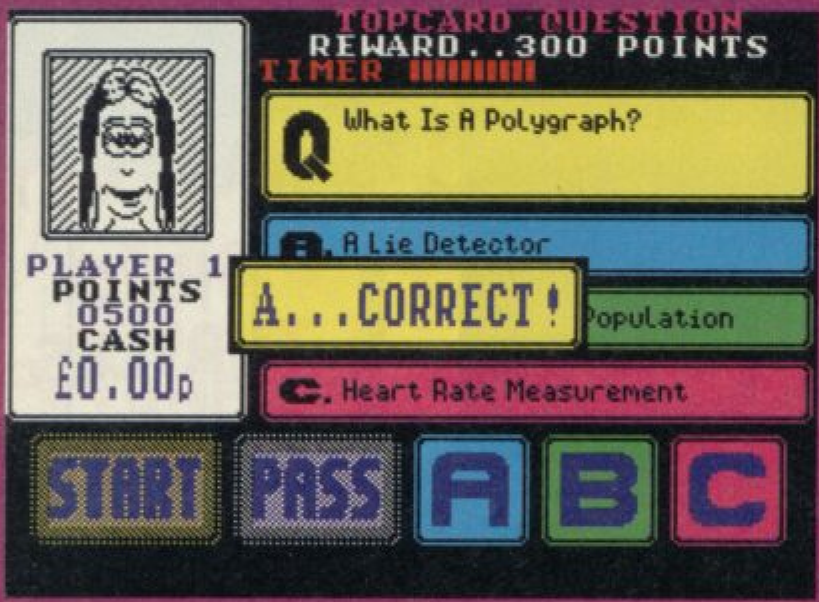


The game is a straight race-'em-up where you have to catch up with a baddy and then ram him off the road, all within a time limit. This makes a great change from boringly racing against the clock; and there are loads of great touches, such as jumps in the road, tunnels to drive through, splits in the road and a great intro sequence. Oooh. Wibble. Sorry – but I just couldn't control my excitement any longer. I'm just going to have to make *Chase HQ* a Mega-game again. **Rich**





"Strange. I accidentally redefined the keys as SHOCKED and now I seem to be in the cheat mode."



Pah! I knew that! But a more interesting question would be "What age does an armadillo have to be before it can become an MP?" (*13. Ed*).

Compilation

QUATTRO FANTASTIC

CodeMasters/£3.99

If you're a compulsive gambler, you've probably got no money left at all. So you can't go and buy *Quattro Fantastic*, which is all about gambling. Kind of a cleft stick, isn't it? *(Eh? Ed)*

Like most of the *Quattro* compilations, there are four games (hence, I suppose, the name *Quattro*). All these games have either a pub or a casino feel (or both), and they involve the serious spending of money you haven't got.

Let's have a wee look at them, shall we boys 'n' hoods?

Fruit Machine Simulator

Yes, there has to be a simulator in there somewhere. So this is it. You load it up and see a complex piccy of a fruit machine. By pressing various keys you can hold, mega-hold, shift, nudge or wink - I'm not too good with fruit machines. It's very pretty, with flashing bells and ringing lights and hypnotic spirals of whirling colour.

If you have got any skill at all with fruit machines in arcades, you might actually be able to make some dosh with *FMS*. But, seeing as it's only a CodeMasters game and not a real fruit machine it'll be pretendy money. Bah, humbug and all that.

Still *FMS* is a pretty okayish rendition of a machine we all know and find annoying, er, love.

82°

Pub Trivia

If you watch The Bill you'll know that pubs are wicked, evil dens of vice. Not even the inclusion of trivia machines can make them acceptable, so the Codies have come up with the perfect solution. Triv at home. Brilliant concept, boys.

You've got to select a category, then answer the questions in a time limit by pressing either A, B or C. That's all there is to it.

If you're turned on by the idea of answering questions like "Which building did King Kong sit on?" or "Who wrote 'The Sound Of Silence?'" you'll be in your element.

In fact the only bummer is that you have to move a cursor over the right button before pressing it. This is a simple operation, but gets dead confusing when you've got about a tenth of a second in which to get the answer right and click on it. Still, on the whole it's not a bad triv generator.

82°



Ah fruit machines, the curse of Western civilisation. Watch out - you can get hooked.

Wacky Darts

I've got a feeling CodeMasters went completely off-their respective rockers as they wrote this. It's, shall we say, a tad strange. You've got a character called Reggie Loud who looks like a Sesame Street puppet and talks incessantly. This annoys everyone immensely and they actually shout at him to shut up during the game. Then you pick a character to play. There's Jocky Pilsner, Nigel Ninja, a barbarian and several other people who you wouldn't normally expect to see playing darts.

What you have to do is guide a drunken hand as it wobbles around. If you get it into the right position, hit fire and the dart flies onto the board. Simple.

You can play either 501 or round-the-clock (but you'll probably get tired), ha ha. It's great but the prob is the opponents are all really tough.

89°

MEGAGAME

game of craps (dice), but it's quite crap as well.

All are playable, and you've got thousands of dollars to play with. You can wander over to the 'wheel', hit the 'tables', play the 'machines' or shoot 'craps' just like they do in Spenser For Hire. Great entertainment, especially if you've never shot 'craps' before.

Overall, I have to give this *Quattro* jobbie a Megagame. There's a lot of fun to be had without risking your dosh, and if you 'play your cards right' you won't have to talk to any of your rellies over the entire Chrimble period! The only alternative is to pretend you've got laryngitis. I know which option I'd prefer (hem hem).



Place your bets! Spin the wheel! Lose all your money cos the whole thing's a mega-fix done by magnets and mirrors! Yes, roulette is the most nail-bitingest things you can bet on (except woodlice racing).

Monte Carlo Casino

There are five casino-related games here, so in the *Quattro Fantastic* tape you're actually getting nine games!

There's an okayish roulette thing, another fruit machine, a poker game, a blackjack player and a crap game. No, it's a

90°



This is complete craps. Those little blobs are dice. You roll them, having bet on the result, and, if you're psychic you win a pile of dosh.



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MEGAGAME

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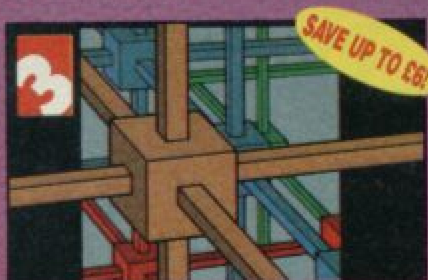


5 Smash TV

It's the game-show of the future and boy, is it addictive? It sure is! Dozens of rooms, loads of aliens and tons of power-ups and prizes make this wickedly fast game an absolute must to own!

MEGAGAME

Description	Price	Order No
Smash cass	£8.99	MY142C







6 Fun School 4

Fun School 4 is the latest in Europress' popular series of educational software. The clever designs and amusing characters really do make learning fun! PLEASE STATE THE AGE GROUP OF THE USER (UNDER 6, 6 TO 8, OVER 8) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 4 cass	£7.99	MY144C
F School 4 disk	£9.99	MY144D

HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON **0458 74011**





YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad!

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Phone number ....

Description	Price	Order No
TOTAL ORDER		

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Credit Card No [ ] Expiry date [ ]

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to **YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

FUTURE SHOCKS

Rolling back the years, the laughter and the tears. Here comes a sneak 1992 preview of what the Codies will be up to.

SUPER SEYMOUR

CodeMasters

It had to happen. CodeMasters, those cheerful egg-and-slug obsessed budgetties, have embraced the trendy green issues of today.

What's happened is that Seymour (remember him from that Hollywood/ film-making business?) is trying to save the world by getting rid of all the pollution. Quite how he manages this, when world leaders and Prince Charles can't, isn't really explained.



Anyway, the game is an all-action classic arcade style, er, thing. Each level is on a single screen, so there's none of that walking-around-for-ages-collecting-items nonsense which the Codies seem to be so fond of.



Right. All that snowy stuff is nuclear waste. Just go and put it in this bin-liner, Seymour.

Seymour has to leap and run around on the platform (viewed from side on), clearing up all the toxic garbage that people leave lying around. Careless, eh?

As well as simple objects like barrels of nuclear waste and upturned oil wells there are hideous mutants, created by the unhealthiness of it all.

These mutants fly around the screen, and you must either avoid or destroy them. If you plump for destruction, you'll be glad to know that you've got a few tricks up your sleeve, even though slugs don't really have sleeves – unless they're for their records. *(Get on with it, James. Ed)* Okay, here are those moves in full...

- Super blow. Seymour can knock out the mutants by taking a lung-full of air and expelling it at great velocity towards them.
- Super spit. Seymour must first scoff a load of fruit. He keeps the pips in his cheeks and fires them out, machine gun-like at anyone around. Bleurgh!
- Super snare. The slug can trap a mutant with this, then stamp on it to finish it off. Nasty, but it's got to be done. If you hang about, the muties get out of the snare and come looking for you.
- Super sprint. Speeds up Seymour considerably, and gives him the edge when attacking things. It's like eating two Pot Noodles.
- Super Doopa Leap. This enables Seymour to jump right to the top of the screen without having to go through all that boring climbing-up. Excellent.

You can see how, armed with all this, anyone could easily clear up the world toxic waste problem.

The graphics for *Super Seymour* look dead cute, and CodeMasters say that the action is "fast and stupidly addictive and – hurrah! Seymour's still the big lovable bundle of cuteness he always was!" How dare they borrow our catchword! *(What catchword? Stupidly? Ed)*





NEXT MONTH

Presented to Your Sinclair

Presented to Your Sinclair

YOUR SINCLAIR BY ROYAL APPOINTMENT

Forget the Fab Four! Next month the Fab Five (the *YS* team to you) are all set to pick up their MBEs.

MBE

MBE

My husband and I...

Old Queenie gets too, too excited at the thought of meeting all her faves. Letters, Tipshop, Spec Tec and Adventures remain calm and collected.





Monstrous carbuncles

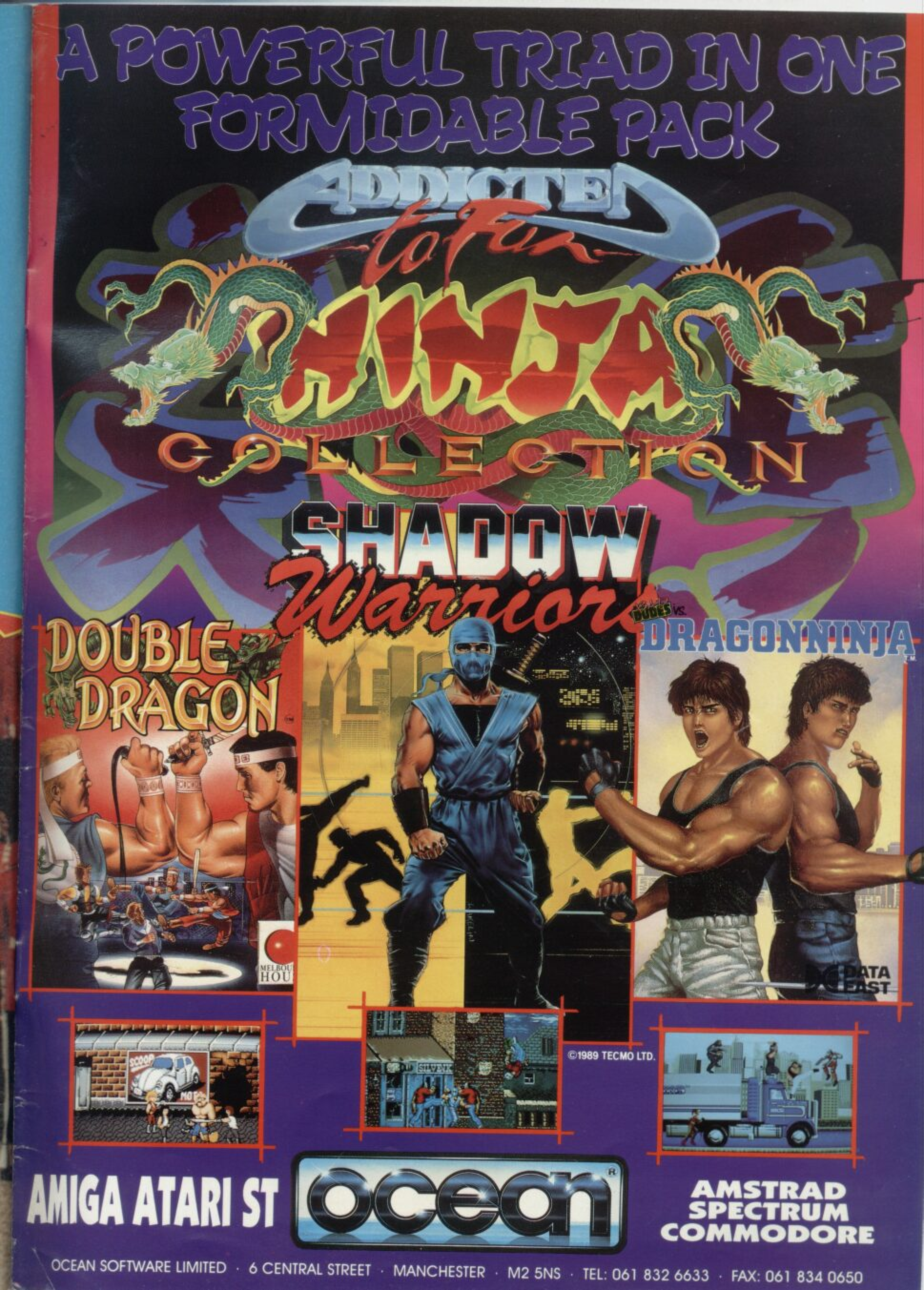
Buck House gets the once over from the humble jugglers. Our jugs race through reams of royal rooms to get to those right regal reviews and majestic Megapreviews.

Rich Tea or Royal Shortcake?

Our sugar-sprinkled, crinkly edged covertape has been specially prepared by the best chefs in the land. Using the choicest ingredients money can procure, they've produced a tape with demos, POKEs and games aplenty. Dunk it in your tea!



The February issue of *Your Sinclair* will be at a royal residence near you on Thursday the second of January, 1992. It's enough to make a Queen go to the toilet.


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